ARCFORGE

PLAYERS COMPENDIUM

BY MATT DALEY

LEGENDARY GAMES

PATHFINDER ROLEPLAYING GAME COMPATIBLE

William Kwan (Order #51350870)

Arcforge

Players Compendium

Credits

Lead Designer: Matt Daley
Additional Material by: Michael Sayre, James Ray
Editing and Development: Johannes Luber, Jason Nelson
Artists: Artists: Simon Aan, Luka Arh, Hanyo Arte, Bruno Balixa, Gabriela Birchal, Kenneth Camaro, Guillermo Cartay, Nicholas Cato, Alex Chystiakov, Tyler Clark, Victor Corbella, Laura Diaz Cubas, Lluis de la Torre, Art Deepmind, Ivan Dixon, Andrew Doris, Tawny Fritz, Yuri Gamberoni, William Hendershot, Jacqueline Hines, Jorge Henriquez, Cristian Huerta, Michael Jaecks, Jason Juta, Chris Kimball, Tim Kings-Lynne, Jethro Lentle, Matt Lewis, Eric Lofgren, Dio Mahesa, Michal Matczak, Chris McFann, Andrea Montano, Renan Moraes, Mitch Mueller, Joel Niles, Evan Surya Nugraha, Jimmy Pale, Beatrice Pelagatti, Peyeyo, Sabrina Pugnale, Dylan Reader, Arrahman Rendi, Julio Rocha, Tanyaporn Sangsnit, Phill Simpson, Melissa Spandri, Colby Stevenson, Phil Stone, Bob Storrar, Simon Sweetman, Takashi Tan, Jon Tonello, Cory Trego-Erdner, Rian Trost, Justin Tumey, Steve Wood
Sensitivity Reading: Leona Maple
Layout: Lj Stephens
Chief Executive Officer: Jason Nelson
Chief Strategic Officer: Shirline Wilson
Special Thanks: Kristal Moonhand, Hal Kennette, Paul Fossgreen, Jade Ripley, Brad Wittingham, Siobhan Bjorknas, Nathaniel Jeppsen, Antoine Meehan, Loren Sieg, Christen Sowards, Clinton Boomer, Jessica Redekop, Bartje Wakker, Castilonium, Adam Meyers, Rachel Meyers, N. Jolly, and everybody else who contributed this immense and wonderful series with their insights and assistance

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Arcforge Players Compendium (PF1) © 2025,
Legendary Games; Author Matt Daley.
ISBN: 9798315400356
First printing April 2025.
Printed in USA.

Legendary Games
524 SW 321st St.
Federal Way, WA 98023-5656
makeyourgamelegendary.com

William Kwan (Order #51350870)

What You Will Find Inside

Arcforge Players Compendium

The *Arcforge Players Compendium* collects twelve books' worth of detailed player mechanics for countless varieties of future fantasy adventure, all painstakingly revised and rebalanced for a smoother gameplay. Master a combination of advanced technology and Akashic essence using the mech-piloting **Helmsman** or nanite-commanding **Hivemind** classes, or guide minds to new purposes using prestige classes like the **Ascendant Vanguard** or **Psijacker**! Experiment with new archetypes and options for over 50 classes, from the **Draconic Channeler** Cleric to **Futurist** Spiritualist to the **Chainmaster** Soulknife to the **Biohacker** Alchemist! Design your own unique **Custom Mech** to pilot into battle, kit yourself out with **Psibertech**, or assert your will over the artificial using the **Technomancy Sphere.** Harness over 80 new spells, powers, and veils, including **Voidsong, Gravitic Charge, Stormwarden's Coat,** or the city-destroying **Armageddon.** Finally, fill your arsenal with a copious variety of high-tech and high-magic equipment, letting loose with your **Exploding Heavy Bolters** or **Monofilament Stiletto** while loaded up on the **Supercharger** stimulant. The Arcforge Players Compendium offers countless options for combining the wildest elements of magic, technology, and alien power in one place, providing you every tool you need and more to **Make Your Game Legendary!**

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson

William Kwan (Order #51350870)

Special Electronic Features

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

About Legendary Games

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and headed up by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out, and Make Your Game Legendary!

Visit us on Facebook, follow us on Twitter, and check out our website at www.makeyourgamelegendary.com.

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CHAPTER 1:

NEW CLASSES AND PRESTIGE CLASSES

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Helmsman

More frequently than not, evolution results in expansive transformations. Bodies and systems grow larger and more complex, with many more aspects and parts than its progenitors could ever have comprehended. Such is the case with war, where individual warriors have eventually found themselves supplanted by troops and formations and those organizations have eventually been invalidated by vast and mighty war machines. However, such machines are worthless without guidance and command. Helmsmen act as the minds as well as the hearts of the vessels they operate, ordering them in battle and pushing them far beyond their normal capacity. Pouring their own knowledge and energy into their armaments, these sage commanders harness technology to the utmost, utilizing it to assert themselves as unchallenged lords of war.

Role: The helmsman utilizes a powerful vessel to command the battlefield, either from close quarters as an immense sentinel or from range as a destructive artillery battery. Either way, the helmsman is more than capable of adapting his vessel to suit a variety of dangerous situations.

Alignment: Helmsmen can be of any alignment, but those that serve in military affairs typically possess an inclination towards discipline and thus a lawful bent. Chaotic helmsmen are more frequently pirates, renegades, or others who seek to use their mastery of piloting for their own inclines. Helmsmen have no particular favor of either good or evil and exist on both sides in equal frequency.

Hit Die: d8.

Class Skills

The Helmsman's class skills are Acrobatics (Dex), Appraise (Int), Craft (any) (Int), Diplomacy (Cha), Disable Device (Dex), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Engineering) (Int), Perception (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

Skill Points at each Level: 4 + Intelligence modifier.

Weapon and Armor Proficiency: Helmsmen are proficient with simple weapons and one martial weapon of their choice. They are proficient with light, medium, and heavy armor and with shields.

Veilweaving: A helmsman is adept at shaping the magical essence known as akasha into powerful veils, which are drawn from the hivemind/helmsman veil list. The helmsman knows and can shape any veil from this list; however, he cannot shape a veil whose alignment opposes his own. The DC for a saving throw against a veil's abilities is 10 + the number of points of essence invested in the veil + his Intelligence modifier. He can only shape a certain number of veils per day (see veilweaving table above). Veils are constructs of pure magic and, as such, are suppressed while in the area of an antimagic field or similar phenomena.

Essence Pool: At 1st level, a helmsman also gains access to a personal pool of essence, which can be invested into veils to increase their power. The amount of available essence is listed in the table above; the helmsman's character level determines the maximum quantity of essence he can invest in any single veil or other receptacle. As a swift action, the helmsman can reallocate his essence investments into his veils every round. A helmsman must have at least 8 hours rest or meditation to achieve a clear and focused state and must meditate for one hour to shape his veils for the day. During this time, he unshapes any previously formed veils and constructs the ones chosen. At the end of the hour, all effects of unshaped veils end and the effects of all newly formed veils take effect.

Interface Weaving: At 1st level, the helmsman gains access to an exclusive and esoteric chakra, built around interacting and merging with an assistive interface: the Interface slot. Rather than an allocation of energy or material upon one's body, the Interface chakra represents an investment of one's abilities into a mechanical entity or network that helps to coordinate the user's actions and strategies.

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Table 1-1: Helmsman Class Features

Class Features							
Lvl	**Base Attack Bonus**	**Fort Save**	**Ref Save**	**Will Save**	**Special**	**Veils**	**Essence**
1st	+0	+2	+2	+0	Bonded mech, hypercharge, veiled vessel	1	1
2nd	+1	+3	+3	+0	Akashic armaments, chakra bind (hands)	1	2
3rd	+2	+3	+3	+1	Hypercharge, improved essence capacity +1	2	3
4th	+3	+4	+4	+1	Chakra bind (feet)	2	4
5th	+3	+4	+4	+1	Hypercharge, lifebound vessel	3	5
6th	+4	+5	+5	+2	Chakra bind (head)	3	6
7th	+5	+5	+5	+2	Hypercharge, push the limits 1	4	7
8th	+6/+1	+6	+6	+2	Chakra bind (wrists)	4	8
9th	+6/+1	+6	+6	+3	Hypercharge, improved essence capacity +2, interface binding	5	9
10th	+7/+2	+7	+7	+3	Chakra bind (shoulders)	5	10
11th	+8/+3	+7	+7	+3	Expanded akashic armaments, hypercharge, push the limits 2	6	11
12th	+9/+4	+8	+8	+4	Chakra bind (headband)	6	12
13th	+9/+4	+8	+8	+4	Hypercharge	7	13
14th	+10/+5	+9	+9	+4	Chakra bind (neck)	7	14
15th	+11/+6/+1	+9	+9	+5	Hypercharge, improved essence capacity +3, push the limits 3	8	15
16th	+12/+7/+2	+10	+10	+5	Chakra bind (belt)	8	16
17th	+12/+7/+2	+10	+10	+5	Hypercharge, ultimate akashic armaments	9	17
18th	+13/+8/+3	+11	+11	+6	Chakra bind (chest)	9	18
19th	+14/+9/+4	+11	+11	+6	Hypercharge, push the limits 4	10	19
20th	+15/+10/+5	+12	+12	+6	Chakra bind (body), peerless strategist	10	20

Bonded Mech (Ex): At 1st level, the helmsman gains a bonded mech*, treating his class level as his pilot level.

Hypercharge (Su): Starting at 1st level, a helmsman gains the ability to sacrifice essence to momentarily enhance the abilities of his bonded mech. By taking a point of essence burn as a free action, the helmsman may gain a temporary pool of boost points equal to his Intelligence bonus + 1/2 his class level (minimum 1). These boost points last for a number of rounds equal to the helmsman's class level and may be spent to activate any hypercharge he knows.

Overlapping instances of essence burn extend the duration of the boost pool but cannot raise the total number of boost points beyond the helmsman's Intelligence bonus + 1/2 his class level. The total boost cost of each overdrive is detailed in its description.

At 1st level and every odd-numbered level thereafter, the helmsman learns one hypercharge. Essence that has been burned to activate an ability cannot be used again for any other purpose until the helmsman has had a chance to meditate. Essence burn recovers at a rate of 1 point of essence per minute spent in meditation.

At 1st level, a helmsman gains the ability to select the following hypercharges:

Afterburner (Ex): By spending 3 boost points as a standard action, the helmsman violently vents the exhaust from his mech's heat-sinks, dealing 1d6 fire damage per class level to all creatures in a 10-foot-radius burst centered around himself (Reflex save DC 10 + 1/2 the helmsman's level + his Intelligence modifier for half damage). At 13th level, the burst radius increases to 20 feet.

Divert Power to Thrusters (Ex): By spending 5 boost points as part of a move action, the helmsman can grant his mech a temporary fly speed of 30 feet; if the mech already has a fly speed from another source, that speed is increased by 30 feet. Each round, the helmsman can extend the duration of this ability for 1 round by using a swift action and spending 1 additional boost point.

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Ejection Seat (Ex): By spending 1 boost point as a swift action, the pilot may exit his mech and make a DC 5 Acrobatics check to land safely in a square of his choice within 10 feet. The pilot may spend 2 additional boost points to use this ability as an immediate action.

Energized Weaponry (Ex): By spending 2 boost points as a swift action, the helmsman redirects energy from his mech's core to its weaponry. All weapons wielded by the helmsman's mech deal an additional 1d6 electricity damage per five pilot levels (rounded down, minimum 1d6). Pilots of at least 7th level using this ability have their critical threat range doubled. This ability does not stack with the Improved Critical feat, the keen weapon special ability, or similar abilities. This ability lasts for a number of rounds equal to the helmsman's Intelligence modifier.

Hunker Down (Ex): By spending 1 boost point as a free action, the pilot shifts his mech into a defensive combat posture, adding his Intelligence modifier as a competence bonus to his AC. A pilot can only activate this ability when taking the total defense action or fighting defensively.

Jaws of Life (Ex): By spending 2 boost points as a swift action, the helmsman super-heats his mech's weapons to a white-hot edge. The helmsman selects one melee weapon his mech wields. For a number of rounds equal to his Intelligence modifier, that weapon ignores the first 10 points of hardness + 1 point of hardness per 2 class levels when attacking an object, vehicle, or mech.

Jury-Rig (Ex): By spending a boost point as a swift action, the helmsman may cobble together repairs for his mech, gaining temporary hit points equal to the helmsman's level + his Intelligence modifier. Whenever the helmsman or his bonded mech would take damage, these temporary hit points are subtracted before any hit points of either the helmsman or his mech. These temporary hit points last for a number of rounds equal to the helmsman's Intelligence modifier. The helmsman may spend 2 additional boost points to increase the temporary hit points to twice the helmsman's level + his Intelligence modifier.

Rocket Crash (Ex): By spending 1 boost point as a full-round action, the mech pilot initiates a charge attack against an opponent that deals double damage on the first successful melee attack made as part of the charge. At 13th level, the helmsman may spend 2 additional boost points to triple the damage instead of doubling it. These damage multipliers do not stack with those from the lance, the Spirited Charge feat, or other similar effects.

Rocket Punch (Ex): By spending 1 boost point as a standard action, the helmsman may initiate an attack with a slam or wing at their full base attack and normal bonus against an opponent within 60 feet. This attack does not cause the mech or pilot to move from their location, as part of the mech's body actually detaches and is propelled towards the enemy, returning and reattaching to the mech once the attack is resolved. At 7th level, the helmsman may instead spend 2 boost points to attack up to two opponents with this ability. At 13th level, the helmsman may spend 3 boost points to target up to three opponents with this attack.

Roll with It (Ex): When the helmsman makes an attack roll or saving throw while piloting his mech or when the remotely piloted mech makes an attack roll or saving throw, the helmsman may spend 3 boost points as immediate action to roll twice and take the higher result.

At 7th level, a helmsman gains the ability to select the following hypercharges.

Hardware Augment (Su): The helmsman may spend 7 boost points as a swift action to grant his bonded mech a single Mech Enhancement* of his choice for 1 round.

Press the Assault (Su): The helmsman may spend 4 boost points as a swift action to make a single attack with one of the mech's weapons as a swift action.

Rocket Dodge (Su): The pilot uses his finely-honed instincts to turn a sure hit into a narrow miss. By spending 4 boost points as an immediate action in response to a successful enemy sunder attempt against his mech, the pilot may make a Fly check. If this check meets or exceeds the enemy attack roll, the attack misses.

Software Augment (Su): The helmsman may spend 5 boost points as a swift action to gain the benefits of a single combat feat of his choice while piloting his mech or grant the benefits of a single combat feat of his choice to a remotely piloted mech for 1 round. The helmsman must meet the prerequisites for this feat.

At 13th level, a helmsman gains the ability to select the following hypercharges.

Break Free (Su): The helmsman may spend 5 boost points to grant himself or a remotely piloted bonded mech the benefits of a *freedom of movement* spell for 1 round.

Daring Escape (Ex): While piloting his bonded mech, the helmsman may spend 6 boost points to move up to his speed as an immediate action. Alternatively, the helmsman may spend 6 boost points as an immediate action to have a remotely piloted bonded mech move up to its speed. This movement does not provoke attacks of opportunity. If used to avoid an attack or area effect, this grants the helmsman evasion and a dodge bonus to AC and on Reflex saves equal to 1/2 his class level against the attack.

Finishing Blow (Ex): Whenever the helmsman threatens a critical hit with a weapon wielded by his bonded mech, he may spend 3 boost points to automatically confirm the critical hit.

Gattai Sequence (Su): By expending 6 boost points as a full-round action, the helmsman may call together willing constructs or piloted mechs (referred to as components) within close range to combine into a single massive war machine (known as the fused construct).

The fused construct has the combined hit points of all components used to create it. For each of its ability scores,

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the fused construct's score is the highest among the components, and the fused construct also has the highest Hit Dice among the components for the purpose of base attack bonus, saving throws, and other effects. The fused being has all Mech Enhancements of its components. The fused construct gains an additional +2 to one of its ability scores for each component beyond the second that makes up its form (the bonus to any one ability score cannot exceed 1/4 your helmsman level), and is one size larger than the largest component (this increases to two sizes larger if at least three components compose the fused construct, or three sizes larger if more). For each size larger the fused construct becomes, it gains a +2 size bonus to Strength and takes a -2 penalty to Dexterity. If any of the components are piloted, the pilots all share a cockpit, one of them commanding the mech as a whole.

After a number of rounds equal to the helmsman's level, the fused construct separates. The other components appear in an area adjacent to each other that you determine. Damage taken by the fused construct is split evenly between all components and their pilots at the end of the effect, while any ongoing effects are applied to a single randomly determined component construct. The helmsman cannot leave the fusion with more hit points than they entered it with, unless they were damaged prior to the fusion and were subsequently healed. If a fused construct is destroyed, it separates into its components, all of which are also destroyed.

Rapid-fire Assault (Su): By spending 5 boost points as a full-round action, the helmsman may make a single ranged attack with a ranged weapon his bonded mech is wielding against each enemy within range (maximum number of targets equal to 2 + 1/2 the helmsman's class level). The helmsman makes a single attack roll and compares it to the AC of all targets. If the attack allows a saving throw, each target may make one.

Self-Destruct (Su): By spending 5 boost points as an immediate action, the helmsman overloads his mech's core and destroys it in a massive explosion. This explosion has a burst radius of 10 feet per Hit Die of the mech and deals 1d12 bludgeoning, piercing, and slashing damage per pilot level (Reflex save DC 10 + 1/2 the helmsman's level + his Intelligence modifier for half damage). Creatures who have swallowed the mech whole or who are currently grappling the mech are not entitled to a save against this ability and take maximum damage from the effect (for example, an explosion that would deal 15d12 deals 180 points of damage to a target who is grappling or has swallowed whole the mech). As part of this action, the pilot attempts an Acrobatics check with a DC equal to 10 + 1 per HD of the mech to successfully exit and land safely in a square of his choice at any point on the perimeter of the blast. If the helmsman has the ejection seat hypercharge, the ejector seat* Mech Enhancement, or the Remote Ejection upgrade from the Mech Pilot's Bond Psibertech*, the pilot automatically succeeds at this Acrobatics check.

Shockwave Strike (Su): By spending 4 boost points as a full-round action, the helmsman may make a single attack with a melee weapon his bonded mech is wielding against each enemy within a 15-foot burst, a 30-foot cone, or a 60-foot line (maximum number of targets equal to 2 + 1/2 the helmsman's class level). The helmsman makes a single attack roll and compares it to the AC of all targets. If the attack allows a saving throw, each target may make one.

Veiled Vessel (Su): Starting at 1st level, when the helmsman shapes a veil which creates a weapon held in the user's hands (such as the Loyal Paladin's Spear of Light[AM] or Hand Cannons[AM]), the helmsman may have such weapons manifest somewhere on the bonded mech using any empty weapon slots the mech possesses. Each created weapon occupies one of the mech's weapon slots and deals damage as if it were created for a Medium-sized character.

When the helmsman shapes a veil which creates armor, the helmsman may integrate the special abilities of that armor into his bonded mech. Such armor uses the higher armor bonus and higher armor check penalty between the armor and the helmsman's mech, and any additional special abilities of the armor (including both qualities such as fortification and veil-specific abilities such as the entangling ability of Spiderweb Wrappings[Cot7S]) are gained by the mech for as long as the veil is shaped.

When the helmsman's bonded mech is remotely piloted, it benefits from all veils and chakra binds that the helmsman is using, even if it would not have the corresponding components to use a veil (for example, a Tank mech could gain the benefits of a Feet slot veil that the helmsman has shaped even though it does not have feet). If the helmsman has multiple bonded mechs, he must choose which bonded mech gains the benefits of each veil and its corresponding bind.

Chakra Binds: At 2nd level and every two levels thereafter, the helmsman gains the ability to bind veils directly to his chakra, unlocking potent new abilities. The helmsman gains the ability to bind slots in the following order: Hands, Feet, Head, Wrists, Shoulders, Headband, Neck, Belt, Chest, and Body.

Akashic Armaments (Su): At 2nd level, a helmsman gains the ability to imbue essence into his bonded mech using essence receptacles known as akashic armaments. Each akashic armament available to the helmsman is considered its own unique essence receptacle, the helmsman can invest essence into multiple akashic armaments at once and each has its own maximum invested essence available to it. A helmsman only benefits from essence invested in akashic armaments while piloting his bonded mech. If the bonded mech is remotely piloted, the mech benefits from the akashic armaments rather than the helmsman. If the mech is destroyed, all of the essence invested in his akashic armaments is burned.

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Starting at 2nd level, the helmsman gains the ability to use the following akashic armaments:

Agility: For every point of essence invested in this armament, the helmsman gains a +1 insight bonus to AC.

Artillery: For every point of essence invested in this armament, the helmsman gains a +1 insight bonus on attack and damage rolls on all weapons wielded by the bonded mech. If the weapon allows a saving throw against one of its effects, increase the DC of that saving throw by 1 for every 2 points of essence invested.

Propulsion: For every point of essence invested in this armament, the bonded mech's movement speeds all increase by 5 feet. If at least 2 points of essence are invested in this ability and the bonded vessel possesses a fly speed, the maneuverability is increased by 1 step.

Starting at 11th level, the helmsman also gains the ability to use the following akashic armaments:

Endurance: If 1 point of essence is invested in this armament, the helmsman gains a +1 insight bonus on saving throws. For every 2 points of essence invested in this armament beyond the first, this bonus increases by 1.

Repletion: For every point of essence invested in this armament, the bonded mech's fast healing increases by 1. If the mech does not possess fast healing, it gains fast healing equal to the amount of essence invested in this armament.

Resilience: For every point of essence invested in this armament, the hardness of the bonded mech increases by 1.

Targeting: For every point of essence invested in this ability, the penalty from firing in multiple range increments or for making called shots with weapons used by the bonded mech decreases by 2.

Starting at 17th level, the helmsman also gains the ability to use the following akashic armaments:

Lethality: If 1 point of essence is invested in this armament, the critical threat range of one of the bonded mech's weapons increases by 1. For every 2 points of essence invested in this armament beyond the first, this critical threat range increases by 1. This bonus does not stack with effects such as the keen weapon special ability or the Improved Critical feat, and has a maximum range of 15-20.

Tenacity: For every point of essence invested in this armament, the boost point cost of one of the helmsman's hypercharges (chosen when essence is invested) is reduced by 1 (to a minimum of 1).

Lifebound Vessel (Su): Starting at 5th level, the helmsman's bond with his vessel develops further, allowing the helmsman to sacrifice his own hit points to retain the integrity of his machine. Whenever the bonded mech takes damage, the helmsman can sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the vessel.

Improved Essence Capacity: The helmsman hones his skill with akasha to extensive sophistication. At 3rd, 9th, and 15th level the maximum essence capacity of all his essence receptacles increases by 1.

Push the Limits (Su): Starting at 7th level, the helmsman gains the ability to continually generate boost points. At the start of his turn, the helmsman gains 1 boost point. At 11th level and every 4 levels thereafter, the helmsman gains an additional boost point at the start of his turn. These boost points last until the start of the helmsman's next turn.

Interface Binding: At 9th level the helmsman gains the ability to bind veils shaped to the Interface slot.

Peerless Strategist (Ex): At 20th level, a helmsman's skill and adaptability with his akashic abilities becomes second to none. The helmsman may reallocate essence as a free action rather than a swift action and may do so even when it is not his turn.

Helmsman Favored Class Options[APG]

Any: Essence capacity of akashic armaments increases by +1/6.
Any: Bonded mech's hardness increases by +1/3.
Any: Gain +1/4 additional uses of adaptive response.
Any: Add +1 additional hit point to the helmsman's bonded mech.
Any: Bonded vessel's reach increases by +1 foot.
Any: Bonded vessel gains +1/5 additional weapon slots.
Any: Reduce time needed to modify or repair your bonded vessel by 1/2 hours (minimum 1 hour).
Any: Gain +1/5 additional points of essence.
Any: +1 to movement speed of the bonded vessel.
Any: Gain +1/4 additional hypercharges.
Any: Gain +1/6 to damage made with bonded mech's weapon attacks.
Any: Creatures piloted the helmsman's bonded mech gain a +1/3 insight bonus on Profession (sailor) checks.
Any: While piloting a bonded mech, the helmsman gains a +1/4 bonus on Acrobatics and Stealth checks.
Any: Bonded mech's armor bonus improves by +1/5.
Any: Gain +1/4 bonus on critical confirmation rolls with bonded mech weapons.

Hivemind

Machines make tasks easier, more efficient, and in some cases make the impossible possible. One might think that the bigger the machine the greater its capacity, and to a point that is true. However, in the case of nanites the opposite is true. When acting in concert swarms of these microscopic devices can accomplish wonders, and synthesize horrors. Whole worlds can be given life, or stripped of it, via the actions of these protean and adaptable machines. Through circumstance or by design a hivemind has become a living factory churning out nanites and their nanite swarm has become an externalized aspect of their own physiology. Some might question if the nanite swarm

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and its hivemind constitute a singular entity, two separate beings, or something else entirely. However, it would be folly to doubt that it is the hivemind's will that defines the swarm's function.

Role: The hivemind calls upon a swarm of miniscule machines with a collective will to help them solve problems and adapt to changing situations. At its master's whim the swarm can serve as sword, shield, hammer, or even physician. The interplay between swarm and hivemind results in a collective being that is greater than the mere sum of its parts.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 4d6 × 10 gp (average 140 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The hivemind's class skills are Acrobatics (Dex), Autohypnosis[UP] (Wis), Bluff (Cha), Climb (Str), Craft (any) (Int), Disable Device (Dex), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int),) Knowledge (engineering) (Int), Knowledge (psionics) (Int), Perception (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

Weapon and Armor Proficiency: Hiveminds are proficient with simple weapons, plus the hand crossbow, rapier, sap, shortbow, short sword, and sword cane. Hiveminds are proficient with light armor and bucklers.

Veilweaving: A hivemind's primary ability is shaping the magical essence known as akasha into powerful veils, which are drawn from the helmsman/hivemind veil list. The hivemind knows and can shape any veil from this list. They use Intelligence as their veilweaving modifier. The DC for a saving throw against a veil's abilities is 10 + the number of points of essence invested in the veil + their Intelligence modifier. They can only shape a certain number of veils per day (see veilweaving table below). Veils are constructs of pure magic and, as such, are suppressed while in the area of an antimagic field or similar phenomena.

Essence Pool: At 1st level, a hivemind also gains access to a personal pool of essence, which can be invested into veils to increase their power. The amount of available essence is listed in the table above; the hivemind's character level determines the maximum quantity of essence they can invest in any single veil or other receptacle. As a swift action, the hivemind can reallocate their essence investments into their veils every round. A hivemind must have at least 8 hours rest or meditation to achieve a clear and focused state and must meditate for one hour to shape their veils for the day. During this time, they unshape any previously formed veils and construct the ones chosen. At the end of the hour, all effects of unshaped veils end and the effects of all newly formed veils take effect.

Nanite Swarm: At 1st level, a hivemind forms a mental link with a swarm of tiny, collectively sentient machines, commonly called nanites. The hivemind gains Psicrystal Affinity[UP] as a bonus feat, even if they do not meet the prerequisites. They use their class level as their effective manifester level for the purposes of determining the power of their psicrystal. A psicrystal gained in this way always has the nanite swarm* archetype. If the nanite swarm is destroyed, the hivemind can gain a new one as

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Table 1-2: Hivemind Class Features

Class Features							
Lvl	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Veils	Essence
1st	+0	+0	+2	+2	Veilweaving, nanite swarm, gestalt talent, swarm bond	1	1
2nd	+1	+0	+3	+3	Chakra bind (hands), item replication	1	2
3rd	+2	+1	+3	+3	Gestalt talent, improved essence capacity +1, swam cladding	2	3
4th	+3	+1	+4	+4	Chakra bind (feet)	2	4
5th	+3	+1	+4	+4	Enhance veil +1	3	5
6th	+4	+2	+5	+5	Chakra bind (head), gestalt talent	3	6
7th	+5	+2	+5	+5	Swarm tactics	4	7
8th	+6/+1	+2	+6	+6	Chakra bind (wrists), emulated slot	4	8
9th	+6/+1	+3	+6	+6	Expanded swarm (15 ft.), gestalt talent, improved essence capacity +2	5	9
10th	+7/+2	+3	+7	+7	Chakra bind (shoulders)	5	10
11th	+8/+3	+3	+7	+7	Enhanced purpose	6	11
12th	+9/+4	+4	+8	+8	Chakra bind (headband), enhance veil +2, gestalt talent	6	12
13th	+9/+4	+4	+8	+8	Parallel emulation	7	13
14th	+10/+5	+4	+9	+9	Chakra bind (neck), versatile swarm 2nd	7	14
15th	+11/+6/+1	+5	+9	+9	Expanded swarm (20 ft.), gestalt talent, improved essence capacity +3	8	15
16th	+12/+7/+2	+5	+10	+10	Chakra bind (belt)	8	16
17th	+12/+7/+2	+5	+10	+10	Advanced item replication	9	17
18th	+13/+8/+3	+6	+11	+11	Chakra bind (chest), gestalt talent	9	18
19th	+14/+9/+4	+6	+11	+11	Versatile swarm 3rd	10	19
20th	+15/+10/+5	+6	+12	+12	Chakra bind (body), perpetuation	10	20

a part of shaping their veils for the day. This new nanite swarm is treated in all ways as being the same swarm that was destroyed, including its memories and choices such as its personality and purpose abilities.

Swarm Bond (Su): The hivemind has a strong bond with their nanite swarm and can sacrifice their essence to enhance its abilities. At 1st level, the hivemind gains the ability to invest essence into their nanite swarm just like a veil or other akashic receptacle. For each point of essence invested in the nanite swarm, in this manner, its hardness increases by +1, it gains a +1 insight bonus on saving throws and skill checks, increases the DC of its abilities by +1, and gains 5 additional hit points. If their nanite swarm is destroyed, the hivemind regains any essence invested in it, but takes essence burn equal to the amount of essence regained.

Gestalt Talent: Over the course of their development a hivemind learns various talents and abilities from careful study and working in concert with their swarm. At 1st level, a hivemind gains one gestalt talent. They gain an additional gestalt talent at 3rd level and for every three levels thereafter. Unless specifically noted in a gestalt talent's description, a hivemind cannot select a particular gestalt talent more than once.

Additionally, in place of a gestalt talent, the hivemind can choose to gain a teamwork feat[APG] they meet the prerequisites for as a bonus feat. When gaining teamwork feats in this way they may use their class level in place of their base attack bonus to qualify.

Chakra Binds: At 2nd level and every two levels thereafter, the hivemind gains the ability to bind veils directly to his chakra, unlocking potent new abilities. The hivemind gains the ability to bind slots in the following order: Hands, Feet, Head, Wrists, Shoulders, Headband, Neck, Belt, Chest, and Body.

Item Replication: At 2nd level, a hivemind's nanite swarm gains an expanded ability to replicate the forms of items. When using its polymorphic ability, the nanite

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swarm may take the form and assume the functions of any mundane item, or non-disposable technological item it has previously encountered that does not require implantation, with a purchase cost of up to 500 gp per level, and a size up to the maximum allowed by the nanite swarm's polymorphic ability. If the replicated item requires or provides charges, those charges must be provided by another source.

While the hivemind's nanite swarm is in the form of an item with a purchase cost greater than 200 gp, due to the effects of this ability, the hivemind loses access to any abilities that require them to be adjacent to or sharing a square with their nanite swarm (e.g. swarm cladding), and their nanite swarm loses access to any purpose abilities it may possess.

Swarm Cladding (Ex): Starting at 3rd level, as a standard action, while adjacent to or sharing a square with their nanite swarm the hivemind can merge with their swarm. When this ability is activated, the nanite swarm melds with the hivemind's body, forming a second skin around them.

While swarm cladding is active, the hivemind gains darkvision 60 feet (or increases their existing darvision by 30 feet) and gains an enhancement bonus to natural armor equal to their nanite swarm's natural armor adjustment (as listed on Table: Psicrystal Special Abilities[UP]). Depending on the nanite swarm's purpose ability selected at 3rd level, the hivemind gains an additional ability of the same name while in this state as follows:

Gray Goo (Su): The hivemind gains a natural attack that deals 1d4 + their Intelligence modifier points of piercing, slashing, and bludgeoning damage (regardless of their size). They can make sunder attempts with this attack without provoking attacks of opportunity. This ability can be invested with essence. For each point of essence invested this natural weapon gains a +1 enhancement bonus (maximum +5). As long as this natural weapon has at least a +1 enhancement bonus, they may also use any invested essence to gain a +1 effective enhancement bonus that they can spend towards any of the following weapon special abilities plus additional abilities at GM discretion: *brilliant energy (+4)*, *disruption (+2)*, *ghost touch (+1)*, *keen (+1)*, *merciful (+1)*, *shock (+1)*, *shocking burst (+2)*, *vicious (+1)*, *vorpal (+5)*, or *wounding (+2)*. At 11th level, the damage from this natural weapon ignores half of an object's hardness or a creature's damage reduction (rounded down).

Nano Triage (Su): The hivemind gains the ability to use *stabilize* as an at-will spell-like ability with a range of touch. They also gain the ability to use lay on hands as a paladin of their level, using their veilweaving modifier in place of their Charisma modifier. The hivemind may end any conditions which their nanite swarm could end. The effects of lay on hands applied by the hivemind restore actual hit points, unlike the temporary hit points granted by the swarm. Each use of this ability consumes a use of the nanite swarm's lay on hands ability, and the hivemind cannot use this ability if their nanite swarm has no uses of lay on hands remaining.

The hivemind retains all the normal benefits of being in the same square as their nanite swarm, including the effects of the enhance veil ability and gestalt talents while this ability is active. While under the effects of this ability the hivemind's nanite swarm is protected from harm and cannot be the target of spells or effects, but can still be invested with essence. All effects and spells currently targeting the nanite swarm are suspended until the nanite swarm detaches from the hivemind (although durations continue to expire). This ability can be ended as a swift action.

Nano-Material Cloud (Su): The hivemind gains a +1 shield bonus to AC and a +1 insight bonus on Reflex saves. For each point of essence invested in this ability, as a free action on their turn, they can select an adjacent ally. The selected ally also gains the benefits of this ability until the start of the hivemind's next turn. For every two points of essence invested in this ability the bonuses it grants increases by +1. At 11th level, the insight bonus granted by this ability also applies to either Fortitude or Will saves, selected when the hivemind shapes their veils for the day.

Programmable Matter (Sp): The hivemind gains the ability to use *mending* as an at-will spell-like ability with a range of touch and a casting time of a standard action. When attempting Craft checks they are considered to have the appropriate tools such as common artisan's tools, an anvil, or a portable alchemist's lab. In addition, the hivemind gains a +2 insight bonus on Craft checks. This ability can be invested with essence. For each point of essence invested in this ability, the bonus on Craft checks increases by +1. Starting at 11th level the hivemind can take a point of essence burn to cast either *make whole* or *masterwork transformation*[UM] as a spell-like ability, though they must pay for the material components of these abilities as normal. A hivemind can use either of these spell-like abilities a total number of times per day equal to their veilweaving modifier.

Enhance Veil (Su): At 5th level as a swift action that provokes attacks of opportunity, while adjacent to or sharing a square as their nanite swarm the hivemind can select one veil they currently have shaped. Once selected this choice can not be changed until the hivemind shapes their veils for the day. If the veil has essence invested in it, that essence may be treated as being +1 higher for all mechanical effects. This virtual increase lasts for a number of rounds per day equal to the hivemind's Intelligence modifier. These rounds need not be consecutive. This effect does not stack with other effective essence investment increases such as the magic item *akashic catalysts*[AM]. This ability can be ended as a free action.

At 12th level the bonus granted by this ability increases to +2.

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Swarm Tactics (Su): Starting at 7th level the hivemind's capacity to work in concert with their nanite swarm grows, and they gain the ability to incorporate their allies into their swarm as well. The hivemind's nanite swarm, and a number of allies sharing a space with or adjacent to their nanite swarm up to the amount of essence invested in their nanite swarm, gain the benefits of any teamwork feats that the hivemind possesses.

Improved Essence Capacity: Hiveminds are particularly talented at investing essence. At 3rd, 9th, and 15th level the maximum essence capacity of all their essence receptacles increases by 1.

Emulated Veil: At 8th level the hivemind's nanite swarm greatly expands the versatility of their veilweaving. The hivemind gains Shape Veil[AM] as a bonus feat. Additionally, once per day as a move action that provokes attacks of opportunity, while adjacent to or sharing a space with their nanite swarm the hivemind can unshape one of their existing veils and instantly reshape it into the veil gained as part of this ability if it not already shaped. They can do this even if this would shape that veil into a slot it could not normally occupy. Alternatively, they can unshape the veil gained from this ability and instantly reshape it into a new veil even if this would shape that veil to a slot it could not normally occupy. Veils shaped using this ability cannot be bound until the hivemind has spent an hour in meditation.

The hivemind must be able to bind veils to a chakra that such a veil could normally be bound to in order to do so, but gain the normal effects of its bind. For example, a hivemind that used this ability to gain the ability to shape Eye of the Oracle[AM], could unshape Crusader's Shield[AM] from their Hands slot and shape Eye of the Oracle in its place. However, even if they can normally bind veils to the Hands chakra they would not be able to bind Eye of the Oracle to that chakra unless they were also able to bind veils to the Headband chakra.

Expanded Swarm: At 9th level, the hivemind's nanite swarm increases in space from 10 feet to 15 feet. The maximum size of forms taken by the swarm using its polymorphic extraordinary ability increases by one step.

At 15th level, the nanite swarm's size increases again at 15th level to 20 feet on a side and the maximum size the swarm may take on while polymorphic increases by an additional step.

Enhanced Purpose: At 11th level, the hivemind's nanite swarm improves the abilities granted by the purpose ability gained at 3rd level:

Gray Goo: The damage caused by the nanite swarm's swarm attack increases by +1d4.

Nano Triage: The nanite swarm gains the ability to use lay on hands two additional times per day.

Nano-Material Cloud: The bonuses granted by the nanite to AC and saves increases by +1.

Programmable Matter: The normal circumstance bonus granted to skills, provided by the nanite swarm while in the form of a masterwork tool, increases to +4. When the nanite swarm is in the form of a masterwork weapon it provides a +1 circumstance bonus on attack rolls while it is wielded, this is in addition to its normal masterwork bonus. Lastly, while in the form of a masterwork shield or armor its armor check penalty is lessened by an additional 1 and it may gain one extra such as armor spikes or a shield gaining the ability to be thrown.

Parallel Emulation: At 13th level the veil gained from emulated veil and another veil can be simultaneously shaped to the same slot and bound to the same chakra.

Versatile Swarm: At 14th level, the hivemind may select a second purpose ability for their nanite swarm from the list available to the nanite swarm archetype. The hivemind may do this a second time at 19th level. The hivemind's manifester level is treated as being 10 lower for the purposes of determining the effects of purpose abilities gained by their nanite swarm in this way.

Advanced Item Replication: At 17th level, when using item replication, the hivemind's nanite swarm may take the form of a non-artifact magic item so long as the item does not have charges (such as a wand), limited uses (such as a potion), or limited uses per day (such as a *quick runner's shirt*[UE]).

Perpetuation (Su): At 20th level, a hivemind leaves traces of their nanite swarm wherever they go, and their continued existence becomes its core directive. The hivemind no longer ages; remaining in their current age category forever though any other physical changes occur as normal. Even if the hivemind should perish, they spontaneously resurrect (as the spell *raise dead*) 24 hours later in a place of their choosing within 20 miles of the place they died. The hivemind or their nanite swarm must have visited the place in which the hivemind resurrects at least once.

Hivemind Favored Class Bonus

Any: Gain 1/6 of an akashic feat.
Any: Gain +1/5 of a point of essence.
Any: Add a +1/2 bonus on Disable Device checks attempted to disarm traps or open locks.
Any: Gain 1/6 of a new gestalt talent.
Any: Increase the essence capacity of swarm bond by +1/6.
Any: Gain +1/4 point of essence.
Any: Nanite swarm's hardness increased by 1/3.
Any: Nanite swarm increases Reflex save by 1/2.
Any: Gain 1/5 of a teamwork feat.

Gestalt Talents

Adapt (Su) (requires hivemind 3): The hivemind and their nanite swarm are constantly under the effects of an *endure elements* spell. While swarm cladding is active, after taking energy damage the hivemind can take a point of essence burn as an immediate action. They gain energy resistance to the type of damage taken equal to 1/2 their class level.

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This energy resistance lasts for a number of rounds equal to their Intelligence modifier. The energy damage must be of one of the following types for them to gain the benefits of this ability: acid, cold, electricity, or fire. If an attack deals multiple types of energy damage they select one of those types to gain resistance to.

Assembler Swarm (Ex) (requires nanite swarm with the programmable matter ability): The hivemind gains the Master Craftsman feat and an item creation feat that they meet the prerequisites for. In addition, the hivemind may use their class level in place of their ranks in a single Craft skill (chosen when this gestalt talent is selected) for the purpose of crafting items.

Capacitive Swarm (Sp): The hivemind's swarm gains the ability to cast *recharge*[TG] as an at-will spell-like ability. An object can only be targeted with this ability once per day. If the hivemind's swarm transforms into a technological item that requires charges, the nanite swarm can target itself with this ability to provide charges to the item it transforms into, but it can still only benefit from this once per day even if it changes into multiple different items.

Discorporate (Su) (requires hivemind 9): While they are under the effects of swarm cladding, the hivemind can take a point of essence burn as a swift action to briefly break apart into a coherent swarm of nano-machines. This functions as the spell *gaseous form* using the hivemind's class level as the caster level.

Dissolve (Su) (requires nanite swarm with the gray goo ability): The hivemind's nanite swarm gains the ability to cause living opponents to bleed when they are damaged by its swarm attack. Creatures damaged by the nanite swarm's swarm attack take 1 additional point of bleed damage each round for each die of the swarm attack (e.g. 2d4 equals 2 points of bleed). Bleed damage from this ability does not stack with itself.

Special: This gestalt talent can be taken more than once. Each time it is taken after the first the hivemind selects a creature type or subtype that is normally immune to bleed damage. The bleed damage from this talent also applies to creatures of selected type or subtype and ignores their immunity to bleed damage.

Electrostatic Attraction (Su): While sharing a space with or adjacent to their nanite swarm the hivemind gains a 30 feet climb speed.

Evasion (Ex) (requires hivemind 9): With the assistance of traces of their swarm within their bodies, the hivemind can avoid even magical and unusual attacks with great agility. If the hivemind succeeds at a Reflex saving throw against an attack that normally deals half damage on a successful save, they instead take no damage. Evasion can be used only if the hivemind is wearing light armor or no armor. A helpless hivemind does not gain the benefit of evasion. This gestalt talent counts as the rogue class feature of the same name for the purposes of fulfilling prerequisites.

Improved Override (Ex) (requires override gestalt talent): When gaining the benefits of the override gestalt talent the hivemind can use the Disable Device skill more quickly. If a Disable Device check can be attempted as a full-round action, the hivemind may perform it as a standard action. If the check takes longer than 1 round, the hivemind instead reduces the number of rounds taken by 1 round to a minimum of 1 round.

Improved Sympathetic Bond (Su) (requires hivemind 15, sympathetic bond gestalt talent): As long as their nanite swarm has 1 or more hit points, whenever the hivemind takes damage that would reduce them to fewer than 0 hit points, those points of damage are transferred to the nanite swarm instead. This transfer stops after the nanite swarm takes all the points of damage or the nanite swarm is reduced to zero hit points. In the latter case, points of damage dealt in excess of this limit are dealt to the hivemind. This ability affects only effects that deal hit point damage.

Precise Swarm (Ex): The hivemind's allies are immune to their swarm's distraction ability.

Special: If the hivemind also has the morph terrain gestalt talent, their allies ignore its effects.

Morph Terrain (Ex): Creatures other than the hivemind treat squares occupied by their nanite swarm as difficult terrain.

Nano Doctor (Su) (requires hivemind 3, nanite swarm with the nano triage ability): The hivemind's swarm gains an additional mercy as if it had gained the Extra Mercy feat. It uses the hivemind's class level as its effective paladin level for qualifying for mercies gained in this way. The benefits of mercies used by the nanite swarm are temporary. Their effects end, and any conditions removed return, once all temporary hit points granted by this ability have dissipated or been discharged.

Special: The hivemind can select this gestalt talent twice.

Nano Mask (Su): The hivemind gains the ability to change their appearance for a number of hours per day equal to their class level, as if using *disguise self*. These hours do not need to be consecutive, but they must be spent in 1-hour increments. If they are under the effects of swarm cladding, the hivemind can take a 2 points of essence burn to have this ability function instead function as *alter self*. Essence burn taken in this way can not be recovered while this effect is active.

Override (Ex): While they are adjacent to or sharing a space with their nanite swarm the hivemind can attempt Disable Device checks without penalty as if they possessed thieves tools and gain a +1 insight bonus on such Disable Device checks for each point of essence invested in their swarm. The hivemind can use Disable Device to disarm magic traps as if they possessed the trapfinding class feature.

Quantum Communication (Ex): Distance becomes a minor concern as the mental processes of the hivemind and their nanite swarm become entangled on a fundamental level. The range of the nanite swarm's telepathic link ability increases to 1 mile per hivemind level. This ability can

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be taken again at 15th and 18th levels. The second time it is taken the range of the nanite swarm's telepathic link ability increases to any distance on the same plane. The third time the telepathic link ability functions across planar distances.

Sensor Net (Ex): Working in tandem with their nanite swarm the hivemind expands their sensory capacity beyond their normal limits. Select one of the following: scent, low-light vision, darkvision 60 feet, or tremorsense 10 feet. While sharing a space with their swarm the hivemind gains the selected ability.

Special: A hivemind can select this gestalt talent more than once. Each time the hivemind selects this gestalt talent they choose an additional sense from the above list and gains it in addition to any previously selected.

Shell (Su) (requires hivemind 6, must have a nanite swarm with the nano-material cloud ability): The hivemind's nanite swarm spawns a physical barrier from itself. This functions as if it had cast *wall of stone*, except the duration is 1 round per level and at least one square of the conjured wall must be adjacent to a square occupied by the nanite swarm. The nanite swarm uses the hivemind's class level as the caster level for this effect and its DC is 10 + the hivemind's veilweaving modifier +1 for each point of essence invested in the hivemind's swarm. The swarm can safely occupy any squares that are occupied by the wall. If it is doing so, it gains partial cover, and for each point of essence invested in the swarm, the hardness of each square of the wall occupied by the nanite swarm increases by +1.

Soporific Swarm (Su) (requires nanite swarm with the nano triage ability): As a standard action the hivemind's nanite swarm can cause a creature that it is sharing a space with to lose consciousness. A hivemind under the effects of swarm cladding instead must make a melee touch attack as a standard action to use this ability. A willing creature immediately falls to sleep and is treated as being under the effects of *restful sleep*[APG], a creature can only receive the benefits of this effect once per week. An unwilling creature must make a Fortitude save against a DC of 10 + the hivemind's veilweaving modifier +1 for each point of essence invested in the hivemind's swarm. If the save fails, the creature immediately loses consciousness as if under the effects of *sleep* regardless of Hit Dice. This effect ends immediately if the creature takes damage, or if the swarm is no longer occupying that creature's square or an adjacent square. Whether or not the save is successful, an unwilling creature cannot be targeted by this ability again for 1 day.

Swarming Armaments (Su): While adjacent to or sharing a square with their nanite swarm, or while under the effects of swarm cladding, the hivemind's weapons, weapon-like veils[Co7S], weapon descriptor veils, enhanced descriptor veils, unarmed attacks, and natural weapons deal their normal damage to swarms, regardless of the swarm's immunity to weapon damage. Damage reduction and hardness apply normally. Additionally, one of the hivemind's weapons, weapon-like veils, weapon descriptor veils, or enhanced descriptor veils benefiting from this effect temporarily increases its hardness by an amount equal to half the nanite swarm's natural armor adjustment (minimum 1). The hivemind can change the weapon or veil affected by this hardness increase once per turn as a swift action.

Sympathetic Bond (Su): When their nanite swarm takes enough damage to destroy it, the hivemind can sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the nanite swarm. This can prevent the swarm's destruction.

Versatile Study (Ex): The hivemind gains a bonus feat they meet the prerequisites for. This feat must be an akashic feat, an item creation feat, or have one of Psicrystal Affinity or Technologist* as a prerequisite. For the purposes of gaining psionic feats using this gestalt talent, the hivemind is treated as having a power point reserve. Additionally, they can use their class level as their manifester level to qualify for such feats and determine the effects of any benefits of such feats that are based on manifester level. If a feat gained using this talent has a benefit that requires expending psionic focus (such as Psi-Core Upgrade*) to use or activate, the hivemind may instead take a point of essence burn to gain that benefit. Once the hivemind has taken essence burn in this way, they may not take essence burn in place of expending psionic focus again until they recenter themself as a full-round action that provokes attacks of opportunity.

Virtual Item Slot (Su): As long as there is at least 1 point of essence invested in the hivemind's nanite swarm, as a full-round action the hivemind may select 1 or more of their magic item slots, other than the armor slot, and grant the benefits of any items in those slots to their nanite swarm. As long the swarm and the hivemind are within 1 mile of each other, any item(s) occupying the selected slot(s) affect the nanite swarm, as if it was wearing the item(s), in place of the hivemind who gains none of the normal benefits of item(s). This effect may be ended at any time as a standard action.

Helmsman/Hivemind Veil List

Helmsmen and hiveminds gain access to the following veils.

- **Belt:** Aphora's Belt of Fire[Co7S], Astral Pugilism[SMMar21], Bands of the Void[SRF], Barrier Belt[ACK], Belt of Woven Gold[Co7S], Bloodeater's Belt[Co7S], Bushi's Scabbard[SMN21], Cerebral Catastrophe Cinch[AM], Cincture of the Dragon[AM], Craftsman's Belt[ACK], Darkness Dragon[Co7S], Drunkard's Sash[AA17], Ebon Blaze[Co7S], Guardian's Sash[AM], Gris-Gris[ATC], King's Key's[TF], Mermaid's Tail[ARMaT], Pincer Arms[Co7S], Radiation Sink[ATT], Sash of the Four Seasons[ACK], Soul of the Unliving[SMF21], Stalker's Tabi[AM], Stone Giant's Girdle[AM], Tauric Brace[AM], Trailing Shadow[SMA21], Unicorn's Barding[Co7S], Voidwalkers[Co7SAT], Werewolf's Pelt[ATC], White Rider's Sash[Co7S].

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- **Body:** Astral Pugilism[SMMar21], Babau Skin[Co7SAT], Bindings of the Immortal[ACK], Bloody Shroud[AM], Body of Magic[ACK], Cardinal's Cape[CLSZ], Ceradon's Eternity[Co7S], Core Containment Suit[ATT], Dermal Plating*, Ebon Stars[Co7S], Eyes of the Hawkguard[AM], Frostweave[TF], Heart of the Efreet[Co7S], Heaven's Blessing[Co7S], Interference Bangles*, Izanami's Nodachi[AR1], Luminosity of the Lurker in Light[Co7S], Mantle of the Horned Judge[ATC], Martyr's Toga[AM], Mummy's Wrappings[ATC], Mutagenic Adaptation[ATT], Phase Weave Vest[ACK], Robe of the Forgotten Deity[AM], Robes of the Worldwalker[SRF], Sable Shots[Co7S], Soul of the Unliving[SMF21], Still Waters Clear Skies[ACK], Stone Giant's Girdle[AM], Superior Reflexes[ACK], Tattered Cloths[ACK], Tortoise's Shell[ATC], Unicorn's Barding[Co7S], Voidblade[Co7S]
- **Chest:** Ablation Field*, Aura of the Adaptable[SRF], Ceradon's Eternity[Co7S], Cincture of the Dragon[AM], Core Containment Suit[ATT], Cuirass of Confidence[AM], Demon Lord's Hunger[Co7S], Devil's Barbs[Co7S], Father White Ant's Dashiki[ATC], Frostweave[TF], Lion's Heart[ACK], Molten Scales[SRF], Stormwarden's Coat*, Thunder's Kindness[ATC], Trail of Repulsion[SMJul21]
- **Feet:** Bifrost Boosts[AR1], Boatman's Ferry[Co7S], Dance of Daggers[ACK], Darkness Dragon[Co7S], Grasping Chains[ACV], Greaves of Skirmishing[SMJul21], Hover Boots*, Immovable Boots[AM], Lavawalker's Boots[AM], Lightdash Bindings[SRF], Marid's Sandals[Co7S], Mermaid's Tail[ARMaT], Nanite Cloud*, Pestilence Cloak[AM], Petalstep Soles[ACK], Polar Snowshoes[AM], Pooling Black[Co7S], Pursuer's Cuffs[SMJul21], Rider's Boots[ACK], Ruin Treads[Co7S], Sea Drake's Talons[AM], Sprinter's Boots[ACK], Stalker's Tabi[AM], Still Waters Clear Skies[ACK], Tauric Brace[AM], Voidwalkers[Co7SAT]
- **Hands:** Armaments of Faith[ACK], Armory of the Conqueror[AM], Balor's Whip[Co7S], Banelight Vortices[Co7S], Black Iron Cannon[ACK], Blackened Pitchfork[Co7S], Blackpowder Spike[SMS21], Blade of the Mirror Knight[ACK], Blade of Stone and Air[ACK], Bonds of Freedom[ARPoE], Bushi's Scabbard[SMN21], Capitan's Guided Hand*, Cerulean Bow[ACK], Confections of the Three Schmucks[ATD], Crusader's Shield[AM], Dancing Glaive[ACK], Deathgrip Gauntlets[ACK], Der Freischütz[ACK], Destruction Hammer[ACK], Duelist's Edge[SMA21], Dullahan's Whip[ATC], Ebon Stars[Co7S], Efreeti's Brass Scimitar[Co7S], El's Utterdark Shield[AM], Forcestrike Knuckles[AM], Gauntlets of the Void[Co7S], Gloves of the Master Thief[Co7S], Grace of the Goddess[ACK], Gravsling[ATD], Hardlight Axe[ACK], Hardlight Reinforcements[SMJun21], Halo of Polaris[SMJan21], Huntsman's Axe[ATC], Izanami's Nodachi[AR1], Jack's Lantern[ATC], Juggernaut Blade[ACK], King's Key's[TF], Lashing Spinnerets[AM], Laundress's Sheet[ATC], Lightdash Bindings[SRF], Lightning Rail[SMS21], Loyal Paladin's Spear of Light[AM], Machinist's Pile Bunker[SMMar21], Mantle of the Horned Judge[ATC], Mark of the Gate Guardian[ACK], Mark of the Wounded Beast[ACK], Micro-Missile Gauntlet*, Nano-Material Extruder[ATT], Plaguebringer Gauntlets[AM], Reactor Rods[ATT], Reaper's Scythe[Co7S], Riven Darts[AM], Roshambo[ATD], Sable Shots[Co7S], Salvager's Gloves*, Shell-Striker Gauntlets[ACK], Still Waters Clear Skies[ACK], Storm Gauntlets[AM], Swirling Sirocco[ACK], Sword of Damocles[ACV], Sword of Justice[Co7S], Sword of Kingship[TF], Thunder's Kindness[ATC], Trickster's Web[ATC], Unicorn Feathering[Co7S], Voidblade[Co7S], Warlord's Fist*
- **Head:** Analysis Visor*, Clouding Guise[SRF], Darkwalker Hood[Co7S], Djinni's Turban[Co7S], Empty Maw[Co7S], Frankenstein's Head Mirror[ATC], Gravsling[ATD], H.U.D*, Hyandil's Flowered Regalia[Co7S], Impulse Earings[SMA21], Instinct[ACK], Iron Crown[Co7S], Lenses of the Seer[SRF], Mai'yr's Icy Glare[SMJan21], Mask of Elemental Adaptation[AM], Mask of Stone[ACV], Network Interfacer*, Sentinel's Helm[AM], Sparkling Alicorn[Co7S], Stare of the Ghaele[AM], Visage of Hunger[ACK], Void Countenance[Co7S], White Rider's Sash[Co7S]
- **Headband:** Admiral's Regalia*, Circlet of Brass[AM],

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Crown of Inevitable Command[AM], Delver's Goggles[ACK], Expansive Uplink*, Eye of Revealing[ACK], Eye of the Oracle[AM], Eyes of Terror[SMJun21], Eyes of the Hawkguard[AM], Halo of Holy Light[Co7S], Halo of Polaris[SMJan21], Impulse Earings[SMA21], Innocent's Eyes[ATC], Network Interfacer*, Roshambo[ATD]

- **Interface:** Dogfighter's Third Eye*, General's Beacon*, Ironclad Bastion*, Navigator's Boon*, Privilege of Advancement[ATC], Steel Ward's Bond*
- **Neck:** Collar of Skilled Instruction[AM], Cry of the Erinyes[Co7S], Five Rivers Amulet[Co7S], Gorget of the Wyrm[AM], Gris-Gris[ATC], Headless Rider's Collar[ATC], Hyandil's Flowered Regalia[Co7S], Runecloth of Doorways[SRF], Sparkling Alicorn[Co7S], Vampire's Blessing[ATC]
- **Shoulders:** Abductor's Shadow[SMA21], Ablation Field*, Admiral's Regalia*, Angelic Wings[Co7S], Astral Pugilism[SMMar21], Aura of the Adaptable[SRF], Bioelectric Field Amplifier[ATT], Cardinal's Cape[CLSZ], Charred Angelic Wings[ACK], Citadel Banner[ACK], Cloak of the Leper[ACV], Core Containment Suit[ATT], Embrace of the Old Ones[AM], Father White Ant's Dashiki[ATC], Ferryman's Cloak[Co7S], Ghost's Shroud[ATC], Gorget of the Wyrm[AM], Grasping Black[Co7S], Huginn and Muninn[AR1], Kaiju's Gullet[ATT], Lightning Rail[SMS21], Machinist's Powered Armor[SMMar21], Molten Scales[SRF], Nanite Cloud*, Nothingness Shroud[Co7S], Pestilence Cloak[AM], Phase Weave Vest[ACK], Pit Fiend's Shroud[Co7S], Red's Cloak[ATC], Reindeer's Harness[ATC], Ronin's Horo[AR1], Shahzada's Dissolution[Co7S], Spiked Pauldrons[AM], Spore Wings[Co7S], Still Waters Clear Skies[ACK], Stormwarden's Coat*, Superior Reflexes[ACK], Tattered Cloths[ACK], Tortoise's Shell[ATC], Trail of Repulsion[SMJul21], Vorpal Guards[AM], Watchful Spirit[ACV], Werewolf's Pelt[ATC], Winter's Coat[SMJ21].
- **Wrists:** Abductor's Shadow[SMA21], Armbands of the Irked Elephant[AM], Armory of the Conqueror[AM], Balor's Whip[Co7S], Bands of the Void[SRF], Blackened Pitchfork[Co7S], Bonds of Freedom[ARPoE], Bracers of Oblivion[Co7S], Broken Shackles[ACK], Captor's Chain[ACK], Darkholds[Co7S], Duelist's Edge[SMA21], Ditchdigger's Armlets[AM], Dullahan's Whip[ATC], Ebon Blaze[Co7S], Efreeti's Brass Scimitar[Co7S], El's Utterdark Shield[AM], Embrace of the Old Ones[AM], Frigid Grasp[ACK], Gargoyle's Vambraces[ATC], Gauntlets of the Void[Co7S], Grasp of Undeath[SMF21], Gris-Gris[ATC], Gungnir[AR1], Hand Cannons[AM], HardlightReinforcements[SMJun21], Huntsman's Axe[ATC], Interference Bangles*, Jack's Lantern[ATC], Lashing Spinnerets[AM], Laundress's Sheet[ATC], Machinist's Pile Bunker[SMMar21], Mantle of the Horned Judge[ATC], Nano-Material Extruder[ATT], Pursuer's Cuffs[SMJul21], Reactor Rods[ATT], Reaper's Scythe[Co7S], Runecloth of Doorways[SRF], Salvager's Gloves*, Scarlet Prayer Band[CLSZ], Shackles of Perdition[Co7S], Slashing Volley[SMJul21], Storm Gauntlets[AM], Sword of Justice[Co7S], Sword of Kingship[TF], Thurston's Bladewards[AM], Trickster's Web[ATC].

Prestige Classes

Anaphexian Silencer

Anaphexian Silencers are special agents of the divine conscripted to wage a secret war in the deities' name, eliminating those who would challenge the authority of divinity or invite alien powers to the world. In their service of divinity as a whole, these silencers are afforded many privileges which the deities deny their more conventional followers.

Requirements

To qualify to become an anaphexian silencer, a character must fulfill all the following criteria.

Deity: Must worship a god or pantheon of gods.

Skills: Bluff 5 ranks, Knowledge (religion) 5 ranks.

Special: Must be initiated by another agent of the Anaphexia or an outsider acting on behalf of a deity.

Hit Die: d10.

Class Skills

The anaphexian silencer's class skills are Bluff (Cha), Climb (Str), Disguise (Cha), Knowledge (religion) (Int), Knowledge (planes) (Int), Linguistics (Int), Perception (Wis), Perform (any) (Cha), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Wis), and Use Magic Device (Cha).

Skill Points at each Level: 6 + Int modifier.

Table 1-3: Anaphexian Silencer Class Features

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1st	+1	+0	+1	+1	Anaphexia's secrecy, pious enforcer +1
2nd	+2	+1	+1	+1	Aligned class (+1), anaphexia's amnesty
3rd	+3	+1	+2	+2	Aligned class (+2), anaphexia's syncretism
4th	+4	+1	+2	+2	Anaphexia's carteblanche, pious enforcerr +2
5th	+5	+2	+3	+3	Aligned class (+3), cosmic disavowal

Weapons and Armor Proficiency: An anaphexian silencer gains no additional weapon or armor proficiencies.

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Anaphexia's Secrecy (Su): Starting at 1st level, for the purpose of divination effects and any ability or spell which could discern information they know or knew (including effects which target a corpse such as *speak with dead*), an anaphexian silencer is considered to know nothing about the Anaphexian organization, its goals, or its operations. In addition, they gain a sacred or profane bonus (chosen at the time this ability is gained) on saving throws to resist divination effects equal to their anaphexian silencer level.

Pious Enforcer (Ex): At 1st level, the anaphexian silencer is emboldened to strike down those who challenge the rule of divinity. They gain a +1 bonus on attack and damage rolls against intelligent creatures who worship something that is not a deity or pantheon or who serve one of the Logi. This bonus applies against creatures who worship demigods, demon lords, great old ones, or other beings which grant spells but are not considered deities. This bonus increases to +2 at 4th level.

Aligned Class (Ex): Starting at 2nd level, the anaphexian silencer chooses one base class they belonged to before gaining anaphexian silencer levels. The anaphexian silencer gains all the class features for this class, essentially adding each anaphexian silencer level at 2nd level, 3rd level, and 5th level to their aligned class to determine what class features they gain. The anaphexian silencer retains the Hit Dice, base attack bonus, saving throw bonuses, and skill ranks of the prestige class, but gains all other class features of their aligned class as well as those of the anaphexian silencer prestige class.

Anaphexia's Amnesty (Su): At 2nd level, the anaphexian silencer chooses an alignment that is different from their own. Once made, this choice cannot be changed. For the purposes of which gods grant them spells and abilities, which feats they may take, and which classes and prestige classes they may enter and use abilities from, the anaphexian silencer may choose to be treated as either their chosen alignment or their true alignment, whichever is more beneficial to them. The anaphexian silencer may be treated as if they were both alignments simultaneously for the purpose of determining what options they may select and benefit from.

Anaphexia's Syncretism (Su): At 3rd level, an anaphexian silencer has become a potent enough tool that even deities of radically opposing ideologies are willing to use them cooperatively. Choose two deities. The anaphexian silencer may worship and gain the effects of feats and class abilities as if they were a worshiper of both deities (for example, if the anaphexian silencer takes the Deific Obedience[ISG] feat, they gain the benefits associated with both gods they worship rather than just one). This allows for combinations of archetypes or prestige classes tied to different deities (for example, a character with this ability may have levels in stargazer[PotR] and rose warden[PotR], gaining all of the abilities of both). The anaphexian silencer may select a second additional alignment with anaphexian amnesty.

Anaphexia's Carteblanche (Su): Starting at 4th level, when the anaphexian silencer targets a creature with an attack, spell, class ability, or other effect, they may treat that creature's alignment as any alignment of the anaphexian silencer's choice for the ability's effects for 1 minute. A creature is allowed a Will save (DC 10 + 1/2 the anaphexian silencer's character level + the highest of the anaphexian silencer's Intelligence, Wisdom, or Charisma modifier) to avoid having its effective alignment replaced in this way. A creature that succeeds at this saving throw cannot have its effective alignment shifted by the anaphexian silencer's abilities for 24 hours.

Cosmic Disavowal (Su): Starting at 5th level, higher powers conspire to hide the actions of an anaphexian silencer from existence. Whenever the anaphexian silencer kills a creature, the creature's memories are erased, preventing its corpse or soul from divulging any substantive information when interrogated with spells or effects such as *speak with dead*. Additionally, if the creature is resurrected, it gains the amnesia greater severance.

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Ex-Anaphexian Silencers

An anaphexian silencer who turns against their pantheon of gods or acts in a way which severely threatens their sovereignty over the planet loses all supernatural abilities associated with this prestige class. This will likely result in other silencers hunting the ex-anapehexian silencer down to ensure the organization's secrecy.

Ascendant Vanguard

The battle for a planet's future is fought on many fronts by many peoples, each of whom have their own reasons for seeking greater resolution. The most devoted and knowledgeable of these warriors are known as ascendant vanguards, fighting not only to defeat the unquestioned sovereignty of the current zeitgeist but also to establish the values and ideals which will guide the world into the future.

Requirements

To qualify to become an ascendant vanguard, a character must fulfill all of the following criteria.

Feats: Dedicate Of Ascension*.

Skills: Knowledge (history) 7 ranks, Sense Motive 7 ranks.

Special: Either any Squadron[USoP] feat or the ability to share teamwork feats.

Hit Die: d8.

Class Skills

The ascendant vanguard's class skills are Appraise (Int), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (any) (Cha), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Swim (Wis), and Use Magic Device (Cha).

Skill Points at each Level: 6 + Int modifier.

Ambition's Reprieve (Ex): At 1st level, the ascendant vanguard's soul is placed beyond the reach of any deity or their agents. The ascendant vanguard does not go to any afterlife which is controlled by a deity, their soul taking on a form coinciding with their path of ascension. The character cannot be reanimated as undead or resurrected against their will, but may do either normally if they so wish.

Blended Talents/Spells Per Day: When a new ascendant vanguard level beyond 1st is gained, the character gains an increased caster level and talent-based ability progression (new combat, magic, skill, or blended talents, spell point progression, etc.) as if they had also gained a level in any one class they added before the prestige class level. Alternatively, they may gain new spells per day, spells known, and an increased caster level as if they had also gained a level in a spellcasting class they belonged to before taking the prestige class. They do not, however, gain any other benefit a character with that class would have gained (such as non-casting class abilities). If a character had more than one class before they became an ascendant vanguard, they must decide which class they add each level of ascendant vanguard to for the purpose of determining casting and talent progression.

Unified in Agency (Su): At 1st level, the ascendant vanguard can tap into wells of knowledge and experience beyond the

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Table 1-4: Ascendant Vanguard Class Features

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Blended Talents/ Spells per Day
1st	+0	+0	+0	+1	Ambition's reprieve, ascension, unified in agency +1 (skill checks)	-
2nd	+1	+1	+1	+1	Conviction's bastion +4, restore autonomy I	+1 level of existing class
3rd	+2	+1	+1	+2	Ascension boon 1	+1 level of existing class
4th	+3	+1	+1	+2	Unified in agency +1 (Will saves)	+1 level of existing class
5th	+3	+2	+2	+3	Restore autonomy II	+1 level of existing class
6th	+4	+2	+2	+3	Ascension boon 2	+1 level of existing class
7th	+5	+2	+2	+4	Unified in agency +2 (skill checks)	+1 level of existing class
8th	+6	+3	+3	+4	Conviction's bastion (immune), restore autonomy III	+1 level of existing class
9th	+6	+3	+3	+5	Ascension boon 3	+1 level of existing class
10th	+7	+3	+3	+5	Glimpse of futurity, unified in agency +2 (Will saves)	+1 level of existing class

known world, endowing themself and their allies with the power to better shape their future. The ascendant vanguard gains a +1 sacred or profane bonus (chosen at the time this ability is gained) to all Int-, Wis-, and Cha-based skill checks. This bonus increases to +2 at 7th level.

At 4th level, the ascendant vanguard gains a +1 sacred or profane bonus on all Will saves. This bonus increases to +2 at 10th level.

Bonuses from unified in agency are automatically shared with any allies in the ascendant vanguard's squadron or who are benefiting from an effect which allows the ascendant vanguard to share teamwork feats with their allies.

Conviction's Bastion (Ex): At 2nd level, the ascendant vanguard's determination in shaping destiny staves off forces which would guide their action. The ascendant vanguard gains a +4 sacred or profane bonus (chosen when this ability is gained) to saving throws against compulsion and curse effects. At 8th level, the ascendant vanguard becomes immune to compulsion and curse effects.

Restore Autonomy (Su): At 2nd level, the ascendant vanguard gains the ability to remove debilitating effects which impair the thoughts and actions of their allies. A number of times per day equal to their class level, the ascendant vanguard may end the dazed, shaken, or staggered condition on a touched creature or an ally affected by unified in agency as a standard action. The ascendant vanguard may target themself with this ability as a swift action.

At 5th level, the ascendant vanguard may also use this ability to end the confused or frightened conditions. In addition, an affected creature is granted a new saving throw against any ongoing effect they are currently suffering from that normally grants a saving throw using the original DC, even if they have already failed the initial save and would not normally be granted another. Poison and disease effects that can worsen on a failed saving throw do not count this saving throw as a failure when determining such effects if it is unsuccessful.

At 8th level, the ascendant vanguard may also affect any targeted creature with the *break enchantment* spell, using the ascendant vanguard's character level as their caster level.

Ascension Boon: As an ascendant vanguard gains levels, they gain boons tied to their path of ascension selected with the Dedicate Of Ascension feat. The nature of the boons varies depending on the ascendant vanguard's chosen path. Each path of ascension grants three boons, each more powerful than the last. At 3rd level, the ascendant vanguard gains the first boon. At 6th level, they gain the second boon, and at 9th level, they gain the third boon. When an ascension boon grants a spell-like ability, the ascendant vanguard's level for the spell-like ability is equal to their total character level. This ability allows an ascendant vanguard to access these boons earlier than normal; it does not grant additional uses of the boons once the character reaches the necessary Hit Dice to earn the boons normally.

Glimpse of Futurity (Su): At 10th level, the ascendant vanguard gains a perpetual connection to the future they seek to define for themselves. The ascendant vanguard gains fast healing 5. In addition, once per day as an immediate action, the ascendant vanguard may inure themselves against the ravages of the present, becoming immune to all effects and damage until the end of their next turn.

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Cosmic Forger

The cosmic forger is an expert at combining effects both magical and technological to produce powerful pieces of equipment.

The following prestige class is an archetype of the cerebremancer[UP] prestige class. For details on how prestige class archetypes work, see page 17 of *Psionics Augmented: Seventh Path*.

Requirements

A character wishing to become a cosmic forger must meet the following prerequisites:

Skills: Knowledge (arcana) 3 ranks, Knowledge (engineering) 3 ranks.

Feats: Any one item creation feat.

Spellcasting: Ability to cast 2nd-level spells.

Psionics: Ability to manifest 2nd-level powers or form an astral suit.

Class Skills: The cosmic forger adds Knowledge (engineering) to his list of class skills. This alters class skills.

Spells per day/Powers known: When a new cosmic forger level is attained, the character gains new spells per day as if he had also attained a level in any one arcane spellcasting class he belonged to before he added the prestige class. He gains additional power points per day and access to new powers as if he had also gained a level in any one manifesting class he belonged to previously. He does not, however, gain any other benefit a character of either class would have gained (bonus metamagic, metapsionic, or item creation feats, and so on). This essentially means that he adds the level of cosmic forger to the level of whatever other arcane spellcasting class and manifesting class the character has, then determines spells per day, caster level, power points per day, powers known, and manifester level accordingly. If a character had more than one arcane spellcasting class or more than one manifesting class before he became a cosmic forger, he must decide to which class he adds each level of cosmic forger for purpose of determining spells per day, caster level, power points per day, powers known, and manifester level. If the cosmic forger possesses the ability to form an astral suit, he may add his cosmic forger level to his aegis level for the purpose of determining the abilities of his astral suit rather than adding it to a psionic manifesting class.

Crafting Mastery (Ex): At 1st level and every odd-numbered level thereafter, the cosmic forger gains a bonus item creation feat that he meets the prerequisites for. Alternatively, at any level when he would gain an item creation feat, he may instead choose to reduce the cost of crafting items with a specific item creation feat by 10%.

This ability replaces magical manifesting.

Combined Utility: At 2nd level, the cosmic forger learns how to combine technological and magical equipment into a single device, allowing them to utilize both at the same time. At the same price of creating an item, a cosmic forger may add the abilities of the item to another item which takes up the same slot. The cosmic forger must possess the item creation feats needed for both, pay the full material costs (alongside other requisite resources) for both items, make crafting checks for both items, and use the longer crafting time between the two items. For example, a cosmic

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forger may create a white force field[TG] and then add the abilities of *bracers of armor +4*. When someone wears the combined item on his Wrists slot, he gains the benefits of both pieces of equipment. A combined item cannot be made up of more than 2 items and the total gp value of any combined item the cosmic forger creates cannot exceed 10,000 gp per cosmic forger level.

At 6th level, the cosmic forger gains the ability to combine two of the same item. Their benefits do not stack (for example, combining two force fields would only grant you the bonus of the larger benefit), but their uses may (for example, combining two spectacles of annihilation would allow you to use the item's 1/day ability twice as often at 2/day).

This ability replaces mind over magic.

Mech Master

Not all mech pilots rely on psionic connections or akashic bonds to take control of their vessels. Mech masters learn to maneuver their mechs through a combination of mechanical know-how and sheer determination, utilizing their vessel as an extension of their own martial prowess.

Requirements

To qualify to become a mech master, a character must fulfill all the following criteria.

Feats: Vehicle Expert*.

Skills: Knowledge (engineering) 5 ranks, Fly or Ride 5 ranks.

Hit Die: d10.

Class Skills

The mech master's class skills (and the key ability for each skill) are Acrobatics (Dex), Craft (all) (Int), Fly (Dex), Knowledge (engineering) (Int), Perception (Wis), Survival (Wis), and Swim (Str).

Skill Points at each Level: 4 + Int modifier

Table 1-5: Mech Master Class Features

Level	BAB	Fort	Ref	Will	Special Abilities
1	+1	+1	+1	+0	Bonded mech
2	+2	+1	+1	+1	Bonus feat
3	+3	+2	+2	+1	Divert Damage

Bonded Mech (Ex): At 1st level, the mech master gains a bonded mech, treating his character level -3 as his pilot level. This stacks with any pilot levels the mech master may have from other class levels, to a maximum of his character level.

Bonus Feat (Ex): At 2nd level, the mech master gains a bonus feat from among feats that have the bonded mech class feature as prerequisites. The mech master must meet the prerequisites for this feat.

Divert Damage (Ex): At 3rd level, when the mech master or their mech would take damage, the mech master may spend an immediate action to divert half the damage to the other target (either the mech master or their mech). This damage ignores any hardness or damage reduction the target possesses.

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Psiborg Adept

As a person's mind reaches new heights, it seems only natural that they would create a form to match it. Fusing psionic and technological knowledge, psiborg adepts seek to transform themselves into superhuman, nigh-indestructible entities.

Requirements

To qualify to become a psiborg adept, a character must fulfill all the following criteria.

Feats: Technologist*; Craft Wondrous Item or Craft Technological Item*.

Skills: Craft (mechanical) 5 ranks, Heal 5 ranks, Knowledge (engineering) 5 ranks, Spellcraft 5 ranks.

Manifesting: Ability to manifest 2nd-level powers.

Special: Must have at least one piece of cybertech[TG] or psibertech* installed.

Class Skills

The psiborg adept's class skills (and the key ability for each skill) are Appraise (Int), Autohypnosis[UP] (Wis), Intimidate (Cha), Knowledge (all) (Int), Heal (Wis), Linguistics (Int), Perception (Wis), and Spellcraft (Int).

Skill Points at each Level: 4 + Int modifier.

Hit Die: d8.

Powers Known: At every except 1st and 8th, a psiborg adept gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added this prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of psiborg adept to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before he became a psiborg adept, he must decide to which class he adds the new level of psiborg adept for the purpose of determining power points per day, powers known, and manifester level.

Technological Advancement: For the purpose of advancement, add the psiborg adept's class level to any of these class features he may already possess: Bonded mech, astral suit, or enhanced mind blade.

Mental Provision (Su): A psiborg adept excels at using psionic power to utilize technological effects. As long as the psiborg adept maintains psionic focus, any of his technological equipment that drains charges over a duration (such as gravity clips or force fields) and consume no more than one charge per minute do not deplete charges over time.

Cybernetic Supremacy (Ex): Psiborg adepts have honed their bodies and minds to better support foreign augmentations. A psiborg adept adds his class level to his Constitution and Intelligence scores for the purpose of determining the max implantation value of cybertech implanted within him.

Artificial Resilience (Ex): At 2nd level, a psiborg adept fortifies his body against organic weaknesses. He receives a +4 bonus on all saving throws against paralysis, poison, and stun effects, and becomes immune to fatigue, exhaustion, disease, and sleep effects. In addition, the psiborg adept can be healed through effects such as make whole or reconstruction that repair objects or constructs.

Psionic Battery (Su): At 3rd level as a swift action, a psiborg adept can spend power points to power a technological device he is touching.

Every power point expended in this way grants the device 1 charge. Any charges unused at the end of the round are lost. A psiborg adept can use this ability to power timeworn technology. He cannot power devices that do not use charges.

Table 1-6: Psiborg Adept Class Features

Level	BAB	Fort	Ref	Will	Special Abilities	Manifesting
1	+0	+1	+0	+1	Cybernetic supremacy, mental provision, technological advancement	-
2	+1	+1	+1	+1	Artificial resilience	+1 level of existing class
3	+2	+2	+1	+2	Psionic battery	+1 level of existing class
4	+3	+2	+1	+2	Cognizant mechanisms (3)	+1 level of existing class
5	+3	+3	+2	+3	Computerized concentration	+1 level of existing class
6	+4	+3	+2	+3	Cognizant mechanisms (5), unified energy	+1 level of existing class
7	+5	+4	+2	+4	Improved artificial resilience	+1 level of existing class
8	+6	+4	+3	+4	Cognizant mechanisms (7), computerized focus	-
9	+6	+5	+3	+5	Synthetic ultimatum	+1 level of existing class
10	+7	+5	+3	+5	Cognizant mechanisms (9), perfect form	+1 level of existing class

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Cognizant Mechanisms (Su): At 4th level, a psiborg adept learns to store raw psionic power in his cybertech. Each piece of cybertech that the psiborg adept has installed in himself can store up to 3 power points. This amount increases by 2 at 6th level and every 2 levels thereafter, to a maximum of 9 power points at 10th level. Any cognizant mechanisms must have an implantation value of at least 1.

Computerized Concentration (Ex): At 5th level, a psiborg adept gains the ability to concentrate on powers using a set series of mechanical processes rather than his own flawed focus. The psiborg adept may take 15 on concentration checks attempted to manifest powers under any form of duress. This is similar to taking 10, save that the result is considered a 15 rather than 10.

Unified Energy (Su): At 6th level, a psiborg adept can harness mechanical technology to augment his psionic abilities. He may use charges from a technological device in his possession in place of his own power points for any purpose. However, he may not spend a combined number of charges and power points on a power that exceed his manifester level on a single effect.

Improved Artificial Resilience (Ex): At 7th level, the psiborg adept's body becomes even more refined. He becomes immune to paralysis, poison, and stun effects, and gains a +4 bonus on saving throws against mind-affecting effects, death effects, necromancy effects, ability damage, ability drain, and energy drain effects. In addition, the psiborg adept no longer needs to eat, sleep, or breathe.

Computerized Focus (Su): At 8th level, a psiborg adept learns to automate his psionic focus to operate as part of manifesting procedure. Once per round, when the psiborg adept manifests a power, he may regain psionic focus as part of the same action provided he did not expend psionic focus as part of manifesting the power.

Synthetic Ultimatum (Ex): At 9th level, a psiborg adept learns to perfectly blend psionic and technological effects, building them off of each other and making each force significantly more difficult to oppose. He gains a +4 bonus to the dispel DC for all of the psiborg adept's powers, as well as to the psiborg adept's saving throws against effects that would discharge or otherwise depower his equipment.

Perfect Body (Ex): At 10th level, the psiborg adept has completed his masterful fusion of flesh and machinery. There is no longer a limit to how much cybertech a psiborg adept can have stored on his body at any given time. In addition, the psiborg adept gains immunity to death effects, necromancy effects, bleed, nonlethal damage, and death from massive damage. Finally, the psiborg adept no longer ages.

Psijacker

Telepathic networks, as secure and omnipotent as they seem, are no more than another means of communication which can be tapped and manipulated by a sufficiently inventive individual. The most talented of these call themselves psijackers, masters of infiltrating and destabilizing the mental faculties of opponents. Once an ally has been touched by a psijacker, no assurance exists that their perceptions or mental abilities can be trusted.

Prerequisites

In order to become a psijacker, a character must meet the following prerequisites.

Manifesting: Ability to manifest at least 3rd-level powers, including at least two telepathy powers.

Feats: Inducting Power*, Shared Power[UP], Unwilling Participant[UP]

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Skills: Disguise 7 ranks, Knowledge (psionics) 7 ranks, Sense Motive 7 ranks.

Hit Die: d6.

Class Skills

The Psijacker's class skills are Autohypnosis (Wis), Bluff (Cha), Disguise (Cha), Knowledge (psionics) (Int), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Points at each Level: 4 + Int modifier.

Weapon and Armor Proficiency: A psijacker gains no new proficiencies with armor or weapons.

Powers Known: When indicated, the psijacker gains additional power points per day and access to new powers as if he had also gained a level in any one manifesting class he belonged to previously. He does not, however, gain any other benefit a character of that class would have gained (bonus metapsionic or item creation feats, and so on). This essentially means that he adds that level of psijacker to the level of whatever other manifesting class the character has, and then determines power points per day, powers known, and manifester level accordingly. If a character had more than one manifesting class before he became a psijacker, he must decide to which class he adds the level of psijacker for the purpose of determining power points per day, powers known, and manifester level.

Attune Target: At 1st level, the psijacker gains the ability to implant a bit of his psychic influence in the mind of any foe he targets with a mind-affecting power. He gains the following augment for all mind-affecting powers.

Augment

If you spend 2 additional power points, one creature that fails its save against this power becomes attuned to you for the duration of the power. While attuned, a creature can be targeted by your psionic powers as if you had line of effect and line of sight to them (out to the power's normal maximum range).

Collective Development: At each level, if a psijacker possesses the collective class feature, his collective ability advances as if he had gained a level in the class that grants the collective class feature.

Hijack Network (Su): At 2nd level, a psijacker gains the ability to utilize the collective abilities of targets and opponents. Whenever the psijacker attunes a creature using their attune target ability, the target treats the

Table 1-7: Psijacker Class Features

Level	BAB	Fort	Ref	Will	Special Abilities	Manifesting
1	+0	+0	+0	+1	Attune target, collective development	-
2	+1	+1	+1	+1	Hijack network, telepathic relay	+1 level of existing class
3	+1	+1	+1	+2	Falsify signal, overmind	+1 level of existing class
4	+2	+1	+1	+2	Insidious attunement, multiple attunements	+1 level of existing class
5	+2	+2	+2	+3	Psychic contagion	-

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psijacker as part of their collective. The psijacker cannot be forcibly removed from the collective so long as the target is attuned, and can redirect any power or effect that affects another creature in the collective to the psijacker by expending psionic focus. The manifester of the power is allowed to make a manifester level check (DC 10 + the psijacker's manifester level) to prevent this redirection.

Telepathic Relay (Su): At 2nd level, the psijacker gains the ability to utilize psychic contacts of their targets. The psijacker is aware of any creature that has made mental contact (through telepathy, mind-affecting powers manifested by one of the creatures, or a collective or similar class feature) with an attuned creature. The psijacker treats all creatures that have made mental contact as if they are also attuned, save that they cannot also be used for telepathic relay

Overmind (Su): At 3rd level, the psijacker gains the spirit of many class feature of a tactician[UP] if he did not have it already. In addition, any creatures in an attuned creature's collective or that the psijacker can target using telepathic relay are also considered a part of the psijacker's collective for the purpose of targeting them with collective effects or powers with the network descriptor (even if the psijacker does not normally possess a collective). Attuned creatures do not count towards the maximum number of creatures a psijacker can have in their collective.

Falsify Signal (Su): At 3rd level, the psijacker gains the ability to interrupt or alter telepathic communication between individuals. Whenever an attuned creature tries to communicate telepathically with another creature, the psijacker is aware of it. By expending psionic focus, the psijacker can change what the creature is saying via telepathy, or even prevent them from saying anything. The creature whose signal is being falsified is allowed a Will save (DC 10 + 1/2 the psijacker's character level + his manifesting ability modifier) to negate this, but once it fails its save it cannot communicate telepathically again for 1 round.

Multiple Attunements (Su): At 4th level, the psijacker's attune target becomes substantially more effective, able to affect multiple creatures at once. Change the augment from attune target to the following:

Augment

For every 2 power points you spend, you may attune 1 creature that fails a Will saving throw against this power.

Insidious Attunement: At 4th level, a psijacker's attunement ability becomes more long-lasting. Rather than the normal duration, a psijacker may cause a creature to become attuned for 24 hours or the normal duration, whichever is longer. In addition, attuned creatures take a -2 penalty on saving throws against the psijacker's mind-affecting powers. This attunement effect can be removed with a successful *dispel psionics*[UP] effect or any effect that removes curses (use the psijacker's manifester level as the manifester level for the attunement effect).

Psychic Contagion (Su): At 5th level, a psijacker learns how to turn their telepathic intrusions into an epidemic. Any mind-affecting power that the psijacker manifest gains the following augment:

Augment

If you spend 6 additional power points, you may cause the power to become contagious. Any creature (excluding you) that makes mental contact with a creature affected by the power (such as communicating telepathically with the creature, using a mind-affecting power on the creature, or inducting them into a collective or similar effect) must make a Will save against this power or be affected by it. This ability does not work on powers that do not allow a Will save.

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CHAPTER 2:

ARCHETYPES AND CLASS OPTIONS

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Aegis[UP]

Integrator (Aegis Archetype)

To an integrator, being the ultimate weapon means sacrificing your bodily integrity to become something more than flesh. Replacing parts of themselves with artificial components and weapons, integrators push beyond their mortality to become supreme artificial threats.

Mechanical Body (Su): The integrator's body is loaded with dozens of augments and enhancements that offer it superhuman capabilities. The integrator gains a +1 natural armor bonus to his AC as a result of his enhancements. At 5th level and every 5 levels thereafter (10th, 15th, and 20th), the natural armor bonus increases by 1.

An integrator can modify his form in a fashion similar to the aegis's customization. Because the integrator is modifying his own body, he can wear armor as normal. The integrator can select the following aberrant customizations[UP] as well: Disjointed, Improved Natural Armor, Spikes, Poison, Spikes, and Protective Shell. The integrator gains four additional customization points at 1st level, two at 2nd level, and two at 12th level.

This replaces astral suit.

Inorganic (Ex): The integrator cannot be healed by sources that provide healing only to living creatures (such as cure light wounds or channel energy), but can be healed by effects that repair damage such as *make whole* and the astral repair class feature. For the purpose of effects based on creature type (such as favored enemy or the bane weapon special ability), the integrator is considered to be both a construct and a creature of his original type.

At 3rd level, the integrator gains a +2 bonus on saving throws against mind-affecting effects, paralysis, poison, stun effects, death effects, disease effects, and sleep effects.

At 5th level, the integrator becomes immune to disease, poison, and sleep effects.

At 7th level, the integrator becomes immune to fatigue and exhaustion and no longer needs to breathe.

At 9th level, the bonus on saving throws increases to +4.

At 11th level, the integrator becomes immune to paralysis and stunning effects.

At 13th level, the integrator becomes immune to death effects, death from massive damage, necromancy effects, and nonlethal damage. However, he cannot be resurrected by any effect which requires an intact body (such as *raise dead*, though *resurrection* and similar effects function normally).

At 15th level, the integrator becomes immune to ability damage and ability drain.

This ability replaces reconfigure.

Systemic Bypass (Su): At 12th level, the integrator learns to utilize his unusual makeup to escape dire situations. As a free action once per day, an integrator may ignore any of the following effects on him for a number of rounds equal to his Intelligence modifier (minimum 1): blinded, confused, cowering, dazed, dazzled, deafened, disabled, dying (though he still takes hit point damage each round), energy drained, fascinated, frightened, helpless, nauseated, panicked, paralyzed, petrified, shaken, sickened, staggered, stunned, or unconscious. The integrator may use this ability outside his turn and when he could not normally take actions.

At 14th level and every 2 levels thereafter, the integrator may use this ability an additional time per day.

This ability replaces cannibalize suit.

Full Integration (Ex): At 20th level, the integrator is now a full construct. His type changes to construct, gaining all of the traits of the construct type. Rather than gaining bonus hit points based on size, the integrator gains bonus hit points equal to his character level × his Intelligence modifier. In addition, the effects of mechanical body cannot be suppressed by effects that suppress psionics or technology (such as a *null psionics field*[UP]). This ability replaces perfect merger.

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Mecha Sentinel (Aegis Archetype)

While a personal suit of customizable armor is a powerful and versatile weapon, some wielders of ectoplasm seek more ambitious evolutions in the field of ectoplasmic forging. Constructing the contents of the astral plane into immense avatars of war, mecha sentinels become deadly psionic bulwarks.

Astral Mech (Su): Starting at 1st level, the mecha sentinel gains the ability to construct a mech using ectoplasm. This mech functions as a bonded mech*, using the mecha sentinel's class level as his pilot level. The mecha sentinel must remain inside the mech to keep its form intact. Forming an astral mech takes one minute, and the mecha sentinel may select the mech's body type each time that he forms it. Any weapon slots that the astral mech possesses may be filled with weapons made of ectoplasm that can be used in the appropriate slot, so long as these weapons cost less than 10 gp each. The mecha sentinel may slot weapons in their possession into the astral mech as part of the action to form an astral mech.

The astral mech does not gain any Mech Enhancements besides the Mech Enhancement gained at 1st level and any Mech Enhancements gained from its body type. Rather, the mecha sentinel may apply astral suit customizations to the astral mech much in the way a normal aegis would apply such customizations to his astral suit. At 1st level, the mecha sentinel chooses whether to select from the customization list of the base aegis class or the aberrant aegis archetype. Once he has made this decision, he may not change it at a later date. The mecha sentinel may select any customizations on his list of choice, and these choices are applied to the mecha sentinel when he is wearing his astral mech.

An astral mech does not function in areas where psionics do not work, such as a *null psionics field*[UP]. *Dismiss ectoplasm*[UP] can be used against an astral mech; treat the manifester level as the mecha sentinel's class level, although the mecha sentinel can simply form his astral mech again on his next turn.

This ability replaces astral suit

Reconfigure Mech: This ability functions as the normal aegis' reconfigure ability, save that the modifications apply to the mecha sentinel's astral mech rather than an astral suit. This ability alters reconfigure.

Augment Mech: This ability functions as the normal aegis' augment suit ability, save that the augments apply to the mecha sentinel's astral mech rather than an astral suit. This ability alters augment suit.

Astral Override: At 12th level, the mecha sentinel learns to push his mech to the limits in ways that would be nigh-impossible with a traditional machine. Once per day, plus an additional time per day for every two levels above 12th, the mecha sentinel may end one of the following effects on himself or his mech as a swift action: blinded, dazed, dazzled, deafened, disabled, entangled, helpless, petrified, slowed, or staggered. This ability replaces cannibalize suit.

Ultimate Mech: At 20th level, the mecha sentinel bonds with his mech to the point where it cannot easily be removed or impeded. His mech cannot be dispelled or removed against his will by any means, although his astral mech ability still does not function within areas where psionics do not work, such as a *null psionics field*[UP].

In addition, the mecha sentinel can spend two daily uses of his reconfigure ability to alter all of the customizations on his astral mech or replace the body type of the mech with another body type.

This ability replaces perfect merger.

Mech Customizations

In addition to the normal customizations it may select, the mecha sentinel may select the following customizations:

3-Point Customizations

Mech Enhancement: Choose 1 Mech Enhancement normally available to mechs. The mecha sentinel's astral mech gains the benefits of that enhancement whenever it is formed. The mecha sentinel may select this customization as many times as he wishes.

Mekanikos (Aegis Archetype)

Utilizing a wide variety of augmentations, the mekanikos can create an arsenal for any situation, transforming their fighting style to suit whatever challenges await them. Their customized machinery is an extension of them, tool and wielder moving as one on the battlefield.

Trade Tradition: In addition, if this is the character's first level, they choose a trade tradition[SoG]. Their trade rank is adroit. If this is not the character's first level, they instead choose one trade talent from the Vocation sphere as a bonus talent. This replaces the aegis' normal class skills.

Proficiencies: Mekanikos are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition[SoM] of their choice. This modifies weapon and armor proficiencies.

Casting: The mekanikos may combine spheres and talents to create magical effects. The mekanikos is considered a Low-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition[USoP] the first time they gain the casting class feature.) This ability replaces power points.

Spell Pool: The mekanikos gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell

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points equal to his class level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Moldable Talents: A mekanikos gains combat, magic, or skill talents (some of which are required to be utility talents) using the trained talent progression[SoG]. A mekanikos uses his casting ability modifier as his practitioner modifier and operative modifier.

However, unlike most talents, a mekanikos is able to change these particular talents as he desires. Whenever the mekanikos rests to regain spell points, he may change any and all of the moldable talents, losing the previous ones and gaining new spheres and new talents in their place. Only moldable talents can be changed in this way; talents gained in any other way are not eligible to be changed in this fashion.

Limited Customization: A mekanikos possesses fewer customizations than an aegis of their level would normally have. See Table 2-1: Mekanikos Customization Progression for their progression.

Table 2-1: Mekanikos Customization Progression

Level	Customization Points
1	0
2	1
3	2
4	3
5	4
6	5
7	6
8	7
9	8
10	9
11	10
12	11
13	12
14	13
15	14
16	15
17	16
18	17
19	18
20	19

Flexible Capabilities (Ex): The DCs and effects of all of the mekanikos' class abilities are based on the mekanikos's casting ability modifier rather than Intelligence.

Augment Suit (Su): Starting at 4th level, the mekanikos may spend a spell point as a standard action to customize their Astral Suit, gaining one temporary customization point plus one for every 4 class levels beyond 4th. These customization points last for a number of rounds equal to the mekanikos' casting ability modifier. Activating this ability again, while already in use, immediately causes the previous duration to end, and the mekanikos may end the duration as a free action at any time. This alters augment suit.

Customizations

1-Point Customizations

Bonus Talent: The aegis gains a single magic talent, combat talent, or skill talent as a bonus talent. This customization can only be selected once for every two aegis levels he possesses. This customization can be selected by the aberrant archetype.

Suit Battery: By spending 3 power points as a move action, the aegis may generate a single technological charge[TG] which he may transfer to any equipment he is wielding. This customization is available at GM discretion.

Suit Maneuverability: The aegis increases the maximum Dexterity bonus of the aegis' astral suit by 1. This customization can be selected multiple times. The effect stacks.

Water Retention: The astral suit recycles all water from the wearer and their environment. A creature with this

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customization never needs to drink, can breathe as if they were underwater, and for the purpose of racial traits and class abilities is considered to be submerged in water at all times. This customization can be selected by the aberrant archetype.

Weapon Emulation: The aegis gains the ability to forge out of ectoplasm a weapon based upon an installed emulation program. The weapon can be generated, reloaded, or retracted as a swift action, and can be reformed if sundered. The weapon is a part of the astral suit, and so cannot be thrown or otherwise detached from the suit. Any ability or effect that suppresses or destroys the astral suit also does the same to this weapon.

2-Point Customizations

Aquatic Adaptation: An aegis with this customization can attack with any weapon without penalty while underwater. This customization can be selected by the aberrant archetype.

Psibertech Emulation: The aegis chooses one piece of psibertech*. While inside his astral suit or astral mech or while under the effects of transformed body, the aegis gains the benefit of that piece's basic augmentation, using his aegis level in place of his manifester level. This customization can be selected multiple times, each time applying a different Base Augmentation to the aegis or applying an Advanced Augmentation of a piece of psibertech the aegis already has the Base Augmentation for.

3-Point Customizations

Easy Suit: The aegis' speed is not reduced for wearing an astral suit that functions as medium or heavy armor.

Environmental Shield: The astral suit takes a form that enables survival even in extreme environments. This customization enables the wearer to breathe freely, even underwater or in a vacuum, as well as making them immune to harmful gasses and vapors, including inhaled diseases and poisons and spells like *cloudkill* and *stinking cloud*. In addition, the suit protects the wearer from extremes of temperature (per endure elements) as well as extremes of pressure. The aegis must have the Underwater Breath or Water Retention customization to select this customization. This customization can be selected by the aberrant archetype.

Force Field: The aegis gains a force field (as the robot subtype[B6]) around their astral suit that absorbs attacks. This force field grants a number of temporary hit points equal to the aegis' level and possesses fast healing 1. For every additional point invested in this customization, the fast healing increases by 1 and the amount of temporary hp increases by 5.

Propulsive Movement: An aegis with this customization gains Spring Attack as a bonus feat even if he does not meet the prerequisites. This customization can be selected by the aberrant archetype.

4-Point Customizations

Deflector Suit: The aegis' astral suit's armor bonus applies against touch attacks and ignores any armor penetration that weapons may have when used against it.

Agent[SoG]

Cutthroat (Agent Archetype)

Cutthroats embody a more aggressive and flagrant distortion of subterfuge, using their agility and combat expertise to control the flow of an engagement.

Proficiencies: Cutthroats are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition[SoM] of their choice. This alters proficiencies and replaces surgical finesse.

Blended Training: Whenever the cutthroat would be able to select a skill talent from their agent levels, they may instead select a combat talent. The cutthroat uses their operative modifier as their practitioner modifier. If the skill talent is specifically a utility talent, the combat talent must also be a utility talent. This alters skill expertise.

Trick Attack (Ex): Rather than capitalizing on opportunities, the cutthroat relies on elaborate setups and stunts to inflict serious damage on their foes. Having an ally adjacent to the target of the cutthroat's attack does not allow the agent to apply their discerning strike dice to the attack's damage.

At 1st level, the cutthroat chooses one skill they have unlocked skill leverage with. As part of a move action to move, the cutthroat may choose a creature and attempt a skill check with their chosen skill (DC 20 + the target's CR). On a success, the first attack that the cutthroat makes against the chosen creature this turn adds the cutthroat's discerning strike dice to the attack's damage.

At 5th level and every 4 levels thereafter, the cutthroat chooses one additional skill which they can use trick attack with. When using trick attack, the cutthroat may target a number of creatures equal to the number of different skills the cutthroat can use with trick attack, attempting a check with a different skill for each target.

At 5th level, if the cutthroat succeeds at their skill check, the target of the attack is considered flat-footed against the first attack the cutthroat makes against them this turn.

This alters discerning strike and replaces coordinated combat.

Ploys

The following ploys can be selected by any agent:

Agility

The agent specializes in mobility and the use of terrain to their advantage.

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Sphere: Athletics[SoM]

Feature: Thrilling Engagement (Ex): When the agent or the target are balancing, climbing, airborne, or swimming, the agent may use discerning strike on the target as if they were denied their Dexterity bonus to AC.

Devious Technique Option: Confound: The agent's continual darting assault leaves the target unable to respond to threats. The target becomes battered[SoM] and cannot make attacks of opportunity for one round.

Swift of Foot (Ex): At 6th level, the agent gains an +20 foot enhancement bonus to all of their movement speeds. This bonus increases by 10 feet at 12th level and every 4 levels thereafter. An agent carrying a medium or heavy load loses this extra speed.

Conspiratorial Ploy: Try to Keep Up (Ex): Allies within 60 feet who can see or hear the agent benefit from any Athletics packages that the agent possesses. This does not grant the ally any other talents or benefits of the Athletics sphere, nor does it grant them skill ranks. Allies lose this benefit when they go 1 round out of range of the agent or are unable to see or hear the agent.

Always a Clue: When an agent succeeds at a skill check to move through an enemy's threatened area without provoking an attack of opportunity, the agent can spend 1 use of skill leverage to deduce a location that the enemy is trying to reach or that they do not wish the agent to reach.

Deadeye

The agent uses keen observational skills to pinpoint the weaknesses of enemies.

Sphere: Scout[SoM]

Feature: In My Sights: Whenever the agent successfully scouts a creature or exceeds the Perception DC to learn a creature's precise location by 10 or more, the agent ignores any cover or concealment the creature possesses until the next time that creature attempts a Stealth check. This does not allow the agent to ignore improved cover or total cover.

Devious Technique Option: Comprehend: The agent's attack ensures that the target leaves no secrets. The agent may scout the target as a free action which can be taken outside their turn and gains a +5 circumstance bonus on all Knowledge, Perception, and Sense Motive checks attempted against the target. If the agent has already attempted such a check against the target and failed, the agent may reroll the check after inflicting this debilitating strike.

Ricochet Shot: At 6th level, when the agent hits an enemy with a discerning strike using a ranged weapon, the agent can forgo the effects of your debilitating strike to instead ricochet the projectile to a second target. The agent makes a ranged attack at –5 against the second target and deals normal damage (without discerning strike damage or devious technique) if the attack hits. The agent must have line of effect and line of sight both from the agent to the second target and from the first target to the second target. When determining attack penalties from range against the second target, count the full distance from you to the first target, and then the second target.

Conspiratorial Ploy: Expanded Sightlines (Ex): Allies within 60 feet who can see or hear the agent ignore the cover or concealment of any targets who do not have cover or concealment against the agent.

Always a Clue: When an agent succeeds at a skill check made to scout a target, the agent can spend 1 use of skill leverage to learn the target's three highest skill modifiers (or three among the skill modifiers that are tied for the highest, chosen randomly).

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Instigator

The agent specializes in exploiting the fear, anger, and disbelief of foes.

Sphere: Gladiator[SoM]

Feature: Taunting Glower: When the agent moves through a space adjacent to a creature, they may spend martial focus to attempt an Intimidate check to demoralize, insult, or pose a menace against the creature.

Devious Technique Option: Brutalize: The agent capitalizes on the target's uneasy state to deliver a decisive blow. If the target of the attack is angry[SoG], dumbfounded[SoG], enraged[SoG], frenzied[SoG], frightened, livid[SoG], panicked, prone, shaken, shocked[SoG], or uncertain[SoG], the agent treats any discerning strike damage dice that roll a 1 or 2 as if they had rolled a 3 instead.

Conspiratorial Ploy: Dogpile: Any penalties to AC, skill check DCs, and saving throws that come from the angry, dumbfounded, enraged, frenzied, frightened, livid, panicked, prone, shaken, shocked, or uncertain condition are increased by 2 against the agent and any allies of the agent within 60 feet of them.

Always a Clue: Whenever the agent succeeds at a Bluff or Intimidate check against one or more targets, the agent may spend 1 use of skill leverage to learn one minor motivation from each affected target or a major motivation from a single target.

Alchemist[APG]

Biohacker (Alchemist Archetype)

Biohackers utilize the natural processes of the body in conjunction with augmentative magic, lacing their spells into drugs and implants to fortify them against opposition.

This archetype requires the Champion Alchemist[BLA].

Trade Tradition: In addition, if this is the character's first level, they choose a trade tradition[SoG]. Their trade rank is adroit. If this is not the character's first level, they instead choose one trade talent from the Vocation sphere as a bonus talent. This replaces the biohacker's normal class skills but does not make the biohacker incompatible with other archetypes that grant a trade tradition.

Blended Training: A biohacker gains combat, magic, or skill talents (some of which are required to be utility talents) using the journeyman talent progression[SoG] (or the virtuoso talent progression[SoG], if the biohacker replaces the mutagen and persistent mutagen class features). A biohacker's casting ability modifier determines his operative and practitioner modifiers. This alters blended training.

Medical Expertise (Su): The biohacker may use Heal in place of all Craft and Spellcraft checks attempted to create, modify, repair, and enchant grafts[HA], cybertech[TG], and any magic item which would be grafted onto a creature or installed internally. He gains a competence bonus equal to 1/2 his class level (minimum 1) on all Heal checks.

In addition, the biohacker gains the medical training class feature of a scholar of his biohacker level as well as the advanced medical training class feature at 5th level and the expert medical training class feature at 9th level. The biohacker uses his practitioner modifier in place of the Intelligence modifier to determine uses per day. This replaces alchemy and bombs.

Injection Expert (Su): At 1st level, the biohacker gains either the Alteration, Enhancement, or Life sphere as a bonus talent. He must take the Striker[BSA] drawback with the chosen sphere. If the biohacker already possesses the chosen sphere, he instead gains the [strike] talent associated with that sphere. If he already possesses this [strike] talent, he chooses a talent in that sphere he qualifies for.

Starting at 8th level, when using a [strike] talent or a touch attack with a magic sphere, the biohacker treats his class level as his caster level for the effect. This stacks normally with caster levels gained from other sources.

This replaces throw anything and the discovery gained at 8th level.

Disease Resistance (Ex): At 2nd level, a biohacker gains a +2 bonus on all saving throws against disease, ability damage, and ability drain. This bonus increases to +4 at 5th level, and to +6 at 8th level.

At 10th level, a biohacker becomes completely immune to disease (including magical diseases).

This ability replaces all increments of poison resistance and poison immunity.

Method to the Magic (Su): At 3rd level, the biohacker gains a +2 bonus to his MSD for the purpose of resisting counterspell attempts and suppression effects against sphere effects he creates. At 18th level, this bonus increases to +4. This replaces swift alchemy and instant alchemy.

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Discoveries

The following discoveries can be selected by alchemist or legendary alchemist[LAlc] characters.

Bomb Discoveries

Bomb Admixture (Ex): The alchemists's bombs blend multiple concoctions into a deadly weapon. He may apply two [substance] infusions to a bomb (if a legendary alchemist) or may apply two discoveries marked with * to a bomb (if a normal alchemist) rather than just one. If this would cause the bomb to deal multiple different damage types, the bomb deals half of its damage as one type and the other half as the other type. He may only apply the non-damage effects of one of the bomb discoveries or infusions. If he takes this talent a second time, he may spend a use of quintessence (if a legendary alchemist) or two additional uses of bombs (if a normal alchemist) to create a bomb that applies the non-damage effect of both discoveries or infusions used in the bomb.

Grenade Bombs (Ex): The alchemist's bombs are designed to resemble conventional munitions. He may use his bombs with any equipment, talents, or feats that can be used with grenades[TG] (for example, they can be loaded into weapons such as grenade launchers[TG]). If he is not already proficient with grenades, you become proficient with grenades.

Antipaladin[APG]

Eldritch Doom (Antipaladin Archetype)

Alien powers such as the qlippoth, primordials, and Great Old Ones can inspire mortals in a similar manner to gods, granting power, clarity, and a sense of purpose to one's actions. The sheer distance between these powers and all that mortals experience can nurture unique champions known as eldritch doom, warriors who bring ruin in the names of plans they cannot begin to comprehend.

Smite Abomination (Su): The powers of the beyond imbue the eldritch doom with the ability to combat other tainted creatures. This ability functions as smite good, but instead works on creatures of the aberration type, worshippers of outer gods, great old ones, or Qlippoth Lords, or creatures with the psionic subtype, dealing double damage if a creature is more than one of the above categories. This ability replaces smite good, and counts as smite good for the purpose of meeting prerequisites.

Detect Good: The eldritch doom can manifest *detect psionics*[UP] as a psi-like ability in place of detect good, although he can still use detect good as normal.

Touch of the Void (Su): Starting at 3rd level, as a swift action when the eldritch doom strikes a creature with an attack, he may have the target take a -1 cumulative penalty

to AC and Will saves for a number of rounds equal to the eldritch doom's Charisma modifier. At 6th level and every 4 levels thereafter, this penalty increases by 1 (to a maximum of -5 at 18th level). The eldritch doom may use this ability a number of times per day equal to 1/2 his eldritch doom level + his Charisma modifier. An eldritch doom channels his cruelties through his touch of the void ability rather than touch of the void.

Starting at 4th level, the eldritch doom may expend two uses of this ability to affect every creature within 30 feet with touch of the void. The targets are allowed a Will saving throw (DC 10 + 1/2 the eldritch doom level + his Charisma modifier) to negate this effect.

This ability replaces touch of corruption and channel negative energy but counts as both for the purpose of meeting prerequisites. This class feature may be replaced in place of touch of corruption and channel negative energy by archetypes that replace the touch of corruption and channel negative energy class features.

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Manifesting: At 4th level, the eldritch doom gains manifesting as a gifted blade of one level lower. This ability replaces spells and may be replaced in place of spells by archetypes that replace the spells class feature.

Eldritch Augmentation (Su): At 5th level, the eldritch doom gains the ability to call upon the powers of his dark patron in a more visceral manner. A number of times per day equal to his Charisma modifier, the eldritch doom may manifest *minor metamorphosis*[UP] as a psi-like ability with a manifester level equal to his antipaladin level. This improves to *metamorphosis*[UP] at 11th level. At 15th level, the eldritch doom may manifest either greater metamorphosis or *form of doom*[UP] as a psi-like ability. This ability replaces fiendish boon.

Cruelties

6th level

Confused: The target becomes confused, as by the *confusion* spell, using the antipaladin's level as the caster level.

12th level

Insane: The target becomes permanently insane, as by the *insanity* spell, using the antipaladin's level as the caster level.

Mindshattered: The target is subject to the *deadly fear*[UP] power (ML 7th), using the save DC of this cruelty as the DC of the power. This effect cannot be turned against the antipaladin if the target succeeds at their saving throw.

Avowed[AoP2] Pledge: Pledge of Many

The following pledge is available to antipaladins and paladins with the avowed archetype.

There are some goals which require serving more than a single ideal and challenging more than a single enemy. Those under a pledge of the many learn to access insight from many different places and explore the nuances of empowerment and reduction. In time, they learn to adapt the tools of their pledge to overcome unexpected obstacles and foes.

Nuances of Belief (Ex): At 1st level, the avowed gains Knowledge (religion) as a class skill and a bonus on Knowledge (religion) checks equal to 1/2 her avowed level.

Aura of Assertion (Su): At 3rd level, the avowed radiates an aura that bolsters allies and deters enemies. Each ally within 10 feet gains a +2 morale bonus on saving throws against fear effects. Enemies within 10 feet take a –2 penalty on saving throws against fear effects. This ability functions only while the avowed is conscious, not if she is unconscious or dead.

Adaptive Smite (Su): At 6th level, the avowed may smite targets that are not opposite of her pledge alignment. When she does, the damage bonus from smite is halved against the target.

Aura of Direction (Su): At 8th level, enemies within 10 feet of the avowed take a –1 penalty on all saving throws. All allies within 10 feet gain a +1 bonus on all saving throws. This ability functions only while the avowed is conscious, not if she is unconscious or dead.

Manifold Champion (Su): At 20th level, the damage reduction from the avowed's paladin or antipaladin class features is replaced with DR 10/-. In addition, the avowed's damage bonus from smite is no longer halved against targets not opposite to her pledge alignment.

Armiger[SoM]

Adaptive Pilot (Armiger Archetype)

An adaptive pilot blends a customized mech into their fighting style, working the machine into their ever-changing arsenal.

Gradual Development: An adaptive pilot does not gain a combat talent from each of her customized weapons (or class features which replace customized weapon) at 1st level. The number of talents granted to the adaptive pilot by each of her customized weapons (or replacing feature) is always one lower than a normal armiger of her level.

Bonded Mech (Ex): The adaptive pilot gains a bonded mech*, treating her class level as her pilot level.

Witchwarper (Armiger Archetype)

Witchwarpers learn to harness many different disciplines of magic spanning many realities, drawing upon whichever model of reality best suits their need in the moment.

This archetype requires the antiquarian[CotS].

Trade Tradition: In addition, if this is the character's first level, they choose a trade tradition[SoG]. Their trade rank is competent. If this is not the character's first level, they instead choose one trade talent from the Vocation sphere as a bonus talent. This replaces the armiger's normal class skills.

Blended Training: A witchwarper gains a combat, magic, or skill talent (some of which are required to be utility talents) using the trained talent progression. A witchwarper's casting ability modifier determines her operative and practitioner modifiers. This replaces combat training.

Casting: The witchwarper may combine spheres and talents to create magical effects. The witchwarper is considered a Mid-Caster. (Note: All casters gain 2 bonus

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talents and may select a casting tradition[USoP] the first time they gain the casting class feature.)

Infinite Worlds (Su): At 1st level, the witchwarper selects three casting traditions, any of which may be a casting tradition she already possesses. These casting traditions must all grant the witchwarper the same number of bonus spell points, and the witchwarper gains bonus spell points from only a single casting tradition. Only one of these casting traditions is the witchwarper's active casting tradition, but the witchwarper can make one of her other casting traditions active as a swift or move action.

Any spell the witchwarper casts uses her active casting tradition for the purpose of determining drawbacks and boons.A witchwarper retains sphere-specific drawbacks and any talents gained from them between all traditions. If the witchwarper takes any feats or talents that require a specific drawback, she only gains the benefits of these feats while that drawback is part of her active tradition.

Each casting tradition grants combat, magic, or skill talents as per the armiger's customized weapon feature. Casting traditions can be modified or replaced in the same way that a customized weapon can be modified or replaced. If a talent requires making a choice as part of its selection (such as the Critical Genius talent of the Equipment sphere), the choice is made at the time the casting tradition is customized. The witchwarper gains an additional casting tradition whenever an additional customized weapon would normally be gained.

This replaces customized weapon.

Focused Enhancement (Su): At 5th level, whenever the witchwarper assumes a casting tradition, she selects either a single sphere or a single weapon. If she selects a magic sphere, she increases any enhancement bonus to her caster level in that sphere by 1. If she selects a combat or skill sphere, she increases any enhancement bonus to her save DCs for that sphere by 1. If she selects a weapon, she increases that weapon's enhancement bonus by 1. These bonuses increase by 1 at 9th level and every 4 levels thereafter but cannot cause the total enhancement bonus on the sphere or weapon to exceed +5. This replaces enhanced customization.

Armiger Prowesses

The following armiger prowesses complement the adaptive pilot but may be selected by all armigers unless otherwise specified.

Mech Aficionado: The armiger gains one of the following feats as a bonus feat: Biomech Pilot*, Boon Mech*, Extra Mech Enhancement*, Mech Piloting*, Midshipman's Training*, Psicrystal Affinity[UP], Psi-Core Upgrade*, Remote Legion*, Remote Piloting*, Skill Focus, Technologist*, Vehicle Expert*, or Wild Talent[UP]. The armiger must meet prerequisites for these feats as normal. This prowess may be taken any number of times, each time selecting another feat.

Pilot's Change (Ex): Whenever the armiger draws a customized weapon, she may immediately slot that weapon into her mech. If her mech has the transformation enhancement, she may transform the mech as part of the action to draw a customized weapon.

Armorist[USoP]

Armada Caller (Armorist Archetype)

Armada callers rely on a wide variety of mechs which they can call upon in any given situation, piloting an endless body of specialized machines.

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Summon Mech: When the armada caller uses summon equipment, she may summon a bonded mech* of a pilot level equal to her class level in place of a weapon or suit of armor. The armada caller may choose to enter and pilot the mech as part of the action to summon it, and may select the mech's body type and enhancements as part of the action to summon it. Any mech that the armada caller summons gains an enhancement bonus as a summoned piece of armor. A summoned mech lasts for the same duration as a piece of summoned equipment.

For every additional spell point the armada caller spends while summoning a mech, she may fill one of the mech's weapon slots with a summoned weapon. Whenever the armada caller summons a weapon, she may immediately slot that weapon into her mech. The armada caller may slot weapons in their possession into a summoned mech as part of the action to summon it.

This alters summon equipment and replaces bound equipment.

Nanocyte (Armorist Archetype)

Incorporating high-tech nanomachines into their body and equipment, nanocytes sculpt their forms as easily as they shape their weapons and armor.

Trade Tradition: In addition, if this is the character's first level, they choose a trade tradition[SoG]. Their trade rank is competent. If this is not the character's first level, they instead choose one trade talent from the Vocation sphere as a bonus talent. This replaces the armorist's normal class skills.

Weapon and Armor Proficiency: Nanocytes are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition[SoM] of their choice. This alters proficiencies. This archetype may be combined with other archetypes which alter proficiencies and grant the nanocyte a martial tradition.

Blended Training: A nanocyte gains a combat, magic, or skill talent (some of which are required to be utility talents) using the trained talent progression[SoG]. A nanocyte's casting ability modifier determines her operative and practitioner modifiers. This replaces magic talents. This archetype may be combined with other archetypes that replace magic talents; the nanocyte cannot gain a combat or skill talent in place of a magic talent the other archetype loses.

Loadout Limitation: At 1st level, the nanocyte chooses one of the following limitations:

- *Fragile Construction*: The nanocyte does not gain any bound equipment.
- *Limited Nanites*: The nanocyte may not form a nanite array while she has summoned or bound equipment active, and may not summon equipment while a nanite array is formed. While her nanite array is not formed, the nanocyte may only summon 1 piece of equipment at a time, plus an additional piece of equipment at 10th and 20th levels.
- *Nanite Dedication*: The nanocyte does not gain casting or a spell pool from nanocyte levels, and may not select magic talents from nanocyte levels. The nanocyte's levels do not count as spherecasting levels. The nanocyte

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gains a surge pool, containing a number of surge points equal to her practitioner modifier + 1/4 her nanocyte level. This pool replenishes after 30 minutes of rest, or 15 minutes if you have access to reasonably comfortable accommodations (such as a bed, cushions, or other fineries of comfort). Whenever the nanocyte would spend a spell point to use or activate a nanocyte class feature, the nanocyte may instead expend a number of surge points equal to the number of spell points required by that ability.

Nanite Array (Ex): At 1st level, the nanocyte's body becomes host to an array of nanomachines which can take the form of either a cloud or a sheath. The nanocyte may cause her nanites to assume either array as a move action, or as a swift or immediate action by spending a spell point. The nanites can only assume one array at a time, and the nanocyte may dismiss an array as a move action. The nanites maintain their array until the nanocyte directs them into a different array, she falls unconscious, or she ends her turn more than 10 feet from the array.

If an array ends without being turned into a different array, the nanites disperse and return to the nanocyte's body at the beginning of her next turn and await further instructions. If the nanocyte is not within close range of the array or the array is physically blocked from reaching her, the nanites instead break down, and the nanocyte cannot use her nanite array again until she spends 1 spell point and takes a full action to create a replacement array.

Cloud Array: The nanites spread out into a faintly visible cloud that fills a number of contiguous 5-foot squares. The maximum number of squares the nanocyte can fill this way equals 1 plus her casting ability modifier, and at least one of those squares must be adjacent to the nanocyte. The cloud is stationary once formed, though the nanocyte can reconfigure its space as a move action or as a swift or immediate action by spending a spell point. When the nanocyte moves the cloud, at least one square of the cloud must remain unchanged. When the nanocyte takes a 5-foot step, she can move 10 feet as long as she begins and ends this movement adjacent to or within the cloud array.

When a nanocyte forms a cloud array, she can spend a spell point to increase the cloud's density. This causes the array's space to provide concealment, but it provides only a 10% miss chance. It does not provide enough concealment to hide, and the nanocyte's attacks ignore any miss chance provided by her cloud. This concealment does not stack with existing concealment.

At 3rd level, the cloud array can fill an additional 5-foot square, and any miss chance the cloud provides increases to 15%. At 7th level, the cloud can fill an additional 5-foot square, and any miss chance the cloud provides increases to 20%. At 11th level, the cloud fills up to a number of contiguous squares equal to 1 plus twice the nanocyte's casting ability modifier. At 15th level, when the nanocyte spends a spell point while forming the cloud array, any miss chance the cloud provides increases to 25% (though her attacks still ignore any miss chance). At 19th level, the cloud instead fills up to a number of contiguous squares equal to 1 plus four times the nanocyte's casting ability modifier.

Sheath Array: The nanite array reinforces the nanocyte's body, granting her a +1 bonus on Reflex saving throws and a +1 insight bonus on checks with two of the following skills: Acrobatics, Climb, Escape Artist, Fly, Sleight of Hand, Stealth, or Swim, selected when she forms this array.

At 3rd level and every 4 levels thereafter, these bonuses increase by 1.

When the nanocyte forms a sheath array, she can spend 1 spell point to gain a number of temporary hit points equal to her nanocyte level. These temporary hit points last until the sheath array ends.

Array Improvements (Ex): At 3rd level and every 2 levels thereafter, the nanocyte selects an array improvement for both her cloud array and her sheath array. She may change which improvements she has selected for each array each time she gains a level.

Cloud Array Improvements

Anchoring Cloud: The nanocyte's nanite cloud is considered difficult terrain for any creatures except the nanocyte.

Drifting Host: The nanocyte's nanite cloud may be anywhere within close range of her without dispersing. This improvement may be selected up to three times, increasing the range from close to medium and from medium to long.

Expanded Cloud: The nanocyte's cloud array may fill 4 additional 5-foot squares. This improvement may be selected multiple times.

Malignant Mist: The nanocyte may spend a spell point when forming her cloud array. If she does, the cloud array deals 2d6 piercing damage (Fortitude negates) to each creature that starts its turn in or enters the cloud's area. This damage increases by 1d6 at 5th level and every 2 levels thereafter. The save DC is equal to 10 + 1/2 the nanocyte's level + her casting ability modifier. After a creature attempts a saving throw against this effect, it is immune to damage from the nanocite's nanite clouds for 1 minute. The nanocyte is immune to the effects of her own malignant mist. As an immediate action, the nanocyte can grant one creature she can see within close range immunity to her malignant mist until the beginning of her next turn.

Menacing Pall: While the nanocyte is adjacent to or within her nanite cloud, she can make melee attacks from any square occupied by her nanite cloud. This allows her to gain position-based benefits such as avoiding cover or flanking an enemy. This ability does not allow the nanocyte

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to see targets that she could not otherwise perceive. The nanocyte may not make attacks of opportunity through her menacing pall.

Nanofingers: The nanocyte may perform Disable Device and Heal checks as if she occupied any square in her nanite cloud. By spending a spell point, the nanocyte may apply first aid as a swift action or treat deadly wounds as a full-round action.

Omnipresent Form: While the nanocyte is adjacent to or within her cloud array and takes a 5-foot step, she can move a total distance equal to 5 feet plus 5 × half her casting ability modifier (rounded down) as long as her movement and destination is also entirely adjacent to or within her nanite cloud. Alternatively, she can spend a spell point as a free action to teleport to any location so long as the starting point and destination are both adjacent to a square that contains the nanite cloud; this movement does not provoke attacks of opportunity.

Reactive Spray: When you take damage, you can spend an immediate action to form a temporary cloud array which lasts until the end of your next turn and does not count against the maximum number of arrays that you can maintain simultaneously. If the triggering attack was a critical hit or you spend a spell point, you can also take a guarded step immediately after creating the cloud.

Seeking Strikes: When making attacks against targets in her nanite cloud, the nanocyte ignores any miss chance from concealment. This improvement may be taken a second time, in which case the nanocyte ignores any bonuses from cover (but not total cover) for creatures in her nanite cloud.

Sensory Nanites: The nanocyte gains blindsense with a range of 5 feet. This blindsense also extends to any area in or adjacent to her cloud array. The nanocyte may take this improvement a second time. If she does, the blindsense improves to blindsight.

Split Cloud: You may have two instances of your nanite cloud active at a time, and may move or reform all of them as part of the same action. The total area of your nanite cloud is divided between these two clouds. You may select this improvement multiple times, each time gaining the ability to create an additional cloud.

Telepathic Cloud: You can communicate telepathically with any creatures within the area of your cloud array with whom you share a language.

Tenacious Swarm (requires malignant mist): When a creature fails a Fortitude save against the nanocyte's malignant mist ability, they become infested with short-lived nanites that continue burrowing into their body. At the end of the infested creature's turn, it takes piercing damage equal to the malignant mist's minimum damage plus the nanocyte's casting ability modifier, after which it attempts a new Fortitude save to end the effect. This effect ends automatically after a number of rounds equal to the nanocyte's casting ability modifier. The nanocyte may form a nanite cloud starting in a space with an infested creature, and this cloud does not disperse for as long as the creature remains infested. A creature can only be affected by a single tenacious swarm or ravenous shroud at a time.

Toxic Mist (requires malignant mist): The nanocyte's malignant mist deals half damage on a successful Fortitude save. Creatures who fail their Fortitude save against malignant mist become sickened for a number of rounds equal to the nanocyte's level.

Sheath Array Improvements

Agile Host: The nanocyte adds her insight bonus from her sheath array to initiative checks.

Alacritous Form: While the nanocyte's sheath array is active, all of her movement speeds increase by 5 feet. This increases by an additional 5 feet at 8th level and every 4 levels thereafter.

Camouflaging Sheath: When the nanocyte attempts a Stealth check while her sheath array is active, she can use a move action to increase the insight bonus on her Stealth check by 1/2 her nanocyte level until the end of her turn. She can additionally spend a spell point to gain hide in plain sight for 1 round per nanocyte level.

Contaminant Shroud (requires hungry shroud): The nanocyte's hungry shroud deals half damage on a successful Fortitude save. Creatures who fail their Fortitude save against hungry shroud become sickened for a number of rounds equal to the nanocyte's level.

Cyto-Conversion: When a critical hit or sneak attack is scored on the nanocyte while her sheath array is active, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This improvement may be selected a second time starting at 9th level and a third time starting at 15th level, each time increasing the chance by 25%.

Extensive Reach: When the nanocyte's sheath array is active, her reach increases by 5 feet.

Facial Reconfiguration (requires versatile nanites (Disguise)): While the nanocyte's sheath array is active, she can use the Disguise skill to change her appearance with 1 minute of work; she can spend a spell point to reduce this required time to a full-round action. She reduces the Disguise check's total DC modifiers by an amount equal to 1/2 her nanocyte level (to a minimum of +0).

Grant Sheath: The nanocyte may form her sheath array on a touched ally rather than herself, granting them its benefits for as long as the sheath remains active and the ally remains within 10 feet of the nanocyte. Effects which extend the range of the nanocyte's nanite array extend the range of this ability by an equal amount.

Hungry Shroud: While the nanocyte's sheath array is active, a creature that strikes the nanocyte with a melee weapon, an unarmed strike, or a natural weapon takes 2d6 points of piercing damage from the array (Fortitude negates). This damage increases by 1d6 at 5th level and every 2 levels thereafter. The save DC is equal to 10 + 1/2 the nanocyte's level + her casting ability modifier. After a creature attempts a saving throw against this effect, it is

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immune to damage from the nanocite's sheath array for 1 minute. Melee weapons with reach do not endanger a user in this way. As an immediate action, the nanocyte can grant one creature she can see within close range immunity to her hungry shroud until the beginning of her next turn.

Machine Physiology: While the nanocyte's sheath array is active, she gains a +2 bonus on saving throws against bleed, disease, poison, and sleep effects. This bonus increases by 1 at 5th level and every 5 levels thereafter.

Ravenous Shroud (requires hungry shroud): When a creature fails a Fortitude save against the nanocyte's hungry shroud ability, they become infested with short-lived nanites that continue burrowing into their body. At the end of the infested creature's turn, it takes piercing damage equal to the hungry shroud's minimum damage plus the nanocyte's casting ability modifier, after which it attempts a new Fortitude save to end the effect. This effect ends automatically after a number of rounds equal to the nanocyte's casting ability modifier. The nanocyte may target any creature who attacks the infested creature with hungry shroud. A creature can only be affected by a single tenacious swarm or ravenous shroud at a time.

Swarm Strike: While the nanocyte's sheath array is active, she may use her casting ability modifier in place of her Strength or Dexterity modifier when making attack and damage rolls with unarmed strikes. This improvement may be taken a second time, in which case the nanocyte's unarmed strike gains the reach special feature and can be thrown for as long as her sheath array is active. The range increment of these thrown unarmed strikes is 20 feet per 6 nanocyte levels.

Versatile Nanites: The nanocyte adds her insight bonus from her sheath array to two of the following skills: Bluff, Craft (any), Disable Device, Disguise, Heal, Perception, or Piloting. This improvement may be selected multiple times, each time selecting two different skills.

Quick Nanites (Ex): At 15th level, the nanocyte may summon or switch equipment onto herself, alter a nanite array, or dismiss a nanite array as an immediate action or free action. This alters quick summons.

Immortality Protocol (Ex): At 20th level, when the nanocyte would die, she may spend 3 spell points to activate an immortality protocol even when she could not take actions. At the beginning of her next turn, the nanocyte's body and equipment disperse into a nanite mist and reform her upright in a position of her choice within close range. The nanocyte reappears upright while wielding any combination of equipment in her possession, and she is set to half her maximum hit points. The nanocyte can then act on her turn as normal.

As an immediate action, the nanocyte may use this ability on an adjacent ally when they die. If she spends additional spell points with this ability, she can instead target an ally up to 20 feet away for each additional spell point spent. The ally disperses, flies, and reforms at the beginning of their next turn.

This replaces infinite arsenal.

Nanocyte Arsenal Tricks

The following arsenal tricks are exclusive to the nanocyte.

Buoying Nanites (requires Telekinesis[USoP] sphere): When the nanocyte attempts to lift one or more targets which are in the area of her nanite cloud, she treats her nanocyte level as her caster level for the purpose of determining the size of the target she can lift.

Clinging Nanites (Ex): Whenever the nanocyte damages a target with her hungry shroud, malignant mist, one of her bound weapons, or a natural attack or touch attack

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while wearing her nanite sheath, she may spend a spell point to attach nanites to them. These nanites resonate with the rest of her nanite array, allowing her to sense the target as though she had blindsight out to medium range. In addition, she can track the target with a base DC of 10 regardless of the surface conditions, and she can use Perception in place of Survival to track the target. The tracking nanites remain active for a number of days equal to her casting ability modifier.

Complex Formation (Ex) (requires armorist 6): The nanocyte may have both of her nanite arrays active at once. If she possesses the limited nanites limitation, she may have one of her nanite arrays active at the same time as one instance of her summon equipment ability.

Defensive Dispersal (Ex): By spending a spell point as an immediate action when she takes damage, the nanocyte may reduce the damage dealt to her by an amount equal to her nanocyte level + her casting ability modifier. If the triggering effect also requires a saving throw, the nanocyte gains a +1 circumstance bonus on the first saving throw against the effect (such as the initial saving throw to resist a poison, but not subsequent saves against it). The nanocyte may take this arsenal trick a second time starting at 10th level, in which case the damage is reduced by twice her nanocyte level + her casting ability modifier.

Fluid Form (Ex) (requires defensive dispersal, reactive spray): When the nanocyte uses defensive dispersal, she may use reactive spray as part of the same immediate action.

Fuel for the Fires (Ex) (requires defensive dispersal): When the nanocyte uses defensive dispersal to reduce the damage, she enhances the next attack she makes with a summoned equipment before the end of her next turn. If the attack hits, it deals 1d6 additional damage (or 1d4 additional damage if the weapon attacks all creatures in an area). This additional damage increases by 1d6 (or 1d4 for attacks against an area) at 9th level, 13th level, and 17th level.

Alternatively, when a creature takes damage from the nanocyte's malignant mist or hungry shroud the nanocyte can expend her absorbed energy to increase the damage the creature takes by 1d6 (increased to 2d6 at 9th level, 3d6 at 13th level, and 4d6 at 17th level). Either form of additional damage is of the same type as the attack's normal damage.

Group Dispersal (Ex) (requires defensive dispersal): The nanocyte can use her defensive dispersal on any ally she can see who's adjacent to her or within her cloud array. When a nanocyte uses defensive dispersal on herself, any adjacent allies also gain the benefits of that ability against the triggering attack or effect. For every additional spell point spent when using defensive dispersal, one protected ally benefits from any additional arsenal tricks when the nanocyte uses defensive dispersal.

Healing Nanites (Su): When the nanocyte spends a spell point on an ability which uses her cloud array, sheath array, or defensive dispersal arsenal trick, she restores hit points equal to 1/2 her nanocyte level.

Kinetic Surge (Ex) (requires defensive dispersal): When the nanocyte uses defensive dispersal to prevent damage, she gains a +10 foot bonus to her movement speeds and a +2 bonus to AC against attacks of opportunity until the end of her next turn. These bonuses increase to 20 feet and +4 if the nanocyte still took damage greater than her level.

Nanite Merger (Ex): The nanocyte gains the Alteration[USoP] sphere as a bonus talent, taking the Lycanthropic[USoP] drawback and Swarm Shape[USoP] as her bonus talent. When she assumes the Gaseous Body form, she may occupy space as per her nanite cloud and may apply any cloud array improvements to herself. If she possesses the grant sheath improvement and has the Gaseous Body trait, she may merge herself with the sheath array for as long as her shapeshift lasts, sharing a space with her ally and gaining improved cover for as long as the granted sheath array remains on them.

Rebounding Strike (Ex) (requires defensive dispersal): When the nanocyte uses defensive dispersal, she may spend an additional spell point to send the damage back at the attacker. If the attacker is within close range, they take damage equal to the damage negated by defensive dispersal (Fortitude save negates). The save DC is equal to 10 + 1/2 the nanocyte's level + her casting ability modifier.

Triune Formation (Ex) (requires armorist 12, complex formation, limited nanites): The nanocyte may have both of her nanite arrays active at the same time as one instance of her summon equipment ability.

Turnabout (Ex) (requires defensive dispersal and rebounding strike): The nanocyte's saving throw bonus from defensive dispersal increases by 2. If the nanocyte negates damage using defensive dispersal or succeeds at a saving throw against a non-damaging effect which she used defensive dispersal on, she may use rebounding strike to deal 1d6 points of damage per 2 nanocyte levels to a single target within close range. The target is allowed a Fortitude save as normal.

Vast Improvements: The nanocyte selects an additional sheath array or cloud array improvement. This arsenal trick can be selected multiple times.

Warding Dispersal (Su) (requires defensive dispersal, Protection sphere): When the nanocyte uses defensive dispersal, she may spend an additional spell point to target herself with an aegis as part of the same action. This aegis costs spell points as normal.

Arsenal Tricks

The following arsenal tricks are available to all armorists.

Advanced Armaments: The armorist can call more advanced armor and weaponry. When using summon equipment to call weapons which would have an enhancement bonus, the armorist may reduce the enhancement bonus of the summoned weapon in order to call a weapon worth a number of enhancement bonus points equal to the value of enhancement bonus sacrificed from the soulknife's **Emulate**

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Technological Melee Weapon* or **Emulate Technological Ranged Weapon*** blade skills table. The armorist cannot reduce a weapon's enhancement bonus below +1.

Agile Armor: The armorist's bound and summoned gear gains the *floating*[UP] and *landing*[UP] special abilities. The armorist adds *quickness*[UP] (+1) to the list of special abilities she may add to her bound and summoned armor.

Burdensome Attacks: The armorist adds *gravitation** (+3), *mire** (+1), *and wrenching*[UP] (+3) to the list of special abilities she may add to her bound and summoned weapons.

Consumptive Armaments: The armorist adds *bodyfeeder*[UP] (+3), *mindfeeder*[UP] (+3), *mindspiking** (+3), and *soulbreaker*[UP] (+3) to the list of special abilities she may add to her bound and summoned weapons. If she is wielding this equipment, she may use her own *Death*[USoP] sphere save DC in place of the save DC listed in these special abilities.

Disruptive Defenses: The armorist adds *gleaming*[USoP] (+3) to the list of special abilities she may add to her bound and summoned armor and *greater murmuring*[USoP] (+2) and *murmuring*[USoP] (+1) to the list of special abilities she may add to her bound and summoned armor and shields.

Easy Armor: The armorist adds *spellroom** (+2) to the list of special abilities she may add to her bound and summoned armor and *fusing*[UP] (+1) to the list of special abilities she may add to her bound and summoned armor and shields.

Energized Armaments: The armorist adds *energized** and *hybridized** to the list of special abilities she may add to her bound and summoned weapons, using the weapons' normal bonus costs for whatever weapon and energy type are used.

Executioner: The armorist adds *coup de grace*[UP] (+5), *disruption* (+2), and *heart-piercing*[WMH] (+5) to the list of special abilities she may add to her bound and summoned weapons. If she is wielding this equipment, she may use her own *Death*[USoP] sphere save DC in place of the save DC listed in these special abilities.

Fully Loaded: The armorist adds *automatic** (+1), *expanded capacity** (+1), and *greater expanded capacity** (+2) to the list of special abilities she may add to her bound and summoned weapons.

Grenadier (requires armorist 6): The armorist may use summon equipment to summon an *arc grenade*[TG], *bang grenade*[TG], *concussion grenade*[TG], *EMP grenade*[TG], *flash grenade*[TG], *flechette grenade*[TG], *fragmentation grenade*[TG], *inferno grenade*[TG], *soft grenade*[TG], or *zero grenade*[TG] in place of a weapon, shield, or suit of armor. These grenades gain enhancement bonuses as normal for summoned weapons, and the armorist may select grenades as bound equipment. Any grenades created through summon equipment have a saving throw DC of 10 + 1/2 the armorist's level + her casting ability modifier in place of their normal DC.

Grenadier, Experimental (requires armorist 10, grenadier): The armorist may use summon equipment ability to summon an *atom grenade*[TG], *bio grenade*[TG], *plasma grenade*[TG], *gravity grenade*[TG], or *sonic grenade*[TG].

Heavy Impact: The armorist adds *collision*[UP] (+2), *psychokinetic*[UP] (+1), and *psychokinetic burst*[UP] (+2) to the list of special abilities she may add to her bound and summoned weapons.

Heavy Ordnance: The armorist adds *array** (+1), *burst** (+1), *exploding** (+2), *greater array** (+3), and *greater exploding** (+3) to the list of special abilities she may add to her bound and summoned weapons. If she is wielding this equipment, she may use her own Destruction[USoP] sphere save DC in place of the save DC listed in these special abilities.

Modification Expert: The armorist may add any number of weapon modifications[AA2] to her bound or summoned weapons at a total cost of a +1 bonus to the weapon. She may increase the cost to +2 to retain proficiency with the weapon regardless of how many modifications are added.

Overclocked Armaments (requires advanced armaments, armorist 10): When using advanced armaments to call non-bound technological weapons, the armorist may spend an additional spell point to increase the summoned weapon's final enhancement bonus by 1, to a limit of the weapon's normal maximum enhancement bonus. For example, a 12th-level armorist could use this ability to summon a +1 rail gun[TG] (which would normally be a +0 rail gun and could not be summoned), but not a +4 flare gun[TG] (since she cannot summon a +4 weapon at 12th level).

Overload Specialist: The armorist adds *boosting** (+1), *conduit** (+3), *kicking** (+2), and *wideshot** (+2) to the list of special abilities she may add to her bound and summoned weapons.

Piercing Specialist: The armorist adds *armor penetration** (+1), and *puncturing** (+3) to the list of special abilities she may add to her bound and summoned weapons.

Psibreaker: The armorist adds *mindcrusher*[UP] (+2), *psibane*[UP] (+2), and *psychodisruptive*[UP] (+3) to the list of special abilities she may add to her bound and summoned weapons. If she is wielding this equipment, she may use her own ManaTIH sphere save DC in place of the save DC listed in these special abilities.

Ramping Assault: The armorist adds *furyborn*[UE] (+2), *linked striking*[UP] (+2), and *polarizing** (+2) to the list of special abilities she may add to her bound and summoned weapons.

Shattering Armaments: The armorist adds *dissipater*[UP] (+1), *sundering*[UP] (+1), and vibrating* (+1) to the list of special abilities she may add to her bound and summoned weapons.

Spelltank: The armorist adds *radiant*[UP] (+4) to the list of special abilities she may add to her bound and summoned armor and *blastproof** (+3) and *mindarmor*[UP] (+3) to the list of special abilities she may add to her bound and summoned armor and shields.

Tools of the Trade: The armorist's bound and summoned weapons gain the *professional** special ability.

Trick Shooter: The armorist adds *flexible** (+4), *grazing** (+2), *and selective** (+1) *to the list of special abilities she may add to her bound and summoned weapons.*

Unseen Killer: The armorist adds *injecting** (+1), *sniper** (+1), and *subtle** (+2) to the list of special abilities she may add to her bound and summoned weapons. If she is wielding this

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equipment, she may use her own Illusion[USoP] sphere save DC in place of the save DC listed in these special abilities.

Vigilant Arsenal: The armorist adds *guardian*[UP] (+1), and *parrying*[UP] (+1) to the list of special abilities she may add to her bound and summoned weapons and *seeing*[UP] (+1) to the list of special abilities she may add to her bound and summoned armor.

Bloodrager[ACG]

Bloodlines

Serpentine Bloodline

Your ancestry of ophiduan beings runs deep.

Bonus Feats: Combat Expertise, Combat Reflexes, Dodge, Improved Dirty Trick[APG], Improved Initiative, Mobility, Spring Attack

Bonus Spells: *blade lash*[ACG] (7th), *mirror image* (10th), *vampiric touch* (13th), *naga shape*[IBotB] (16th)

Bloodline Powers

Serpent's Maw (Ex): At 1st level, you grow fangs. These fangs are treated as a natural weapon dealing 1d6 points of damage plus your Strength modifier (1d3 if you are Small) plus poison (Bite— injury; save Fort DC 10 + 1/2 your bloodrager level + your Constitution modifier; frequency 1/round for 6 rounds; effect 1 Con damage; cure 1 save). At 4th level, these fangs are considered magical for the purpose of overcoming damage reduction and the poison damage increases to 1d2 Con. At 8th level, your poison requires 2 successful saves to cure. At 12th level, your poison damage increases to 1d4 Con. At 16th level, your venom ignores any immunity to poison that targets possess. At 20th level, your poison deals damage to any two ability scores of your choosing rather than just to Con.

Serpent's Scales (Ex): At 4th level, you gain a +1 natural armor bonus to AC as well as a +2 bonus on Acrobatics checks, Escape Artist checks, and saving throws against poison. At 8th level, your natural armor bonus increases to +2 and the skill and save bonuses increase to +4. At 16th level, your natural armor bonus increases to +4, the skill bonuses increase to +8, and you gain immunity to poison.

Serpentine Tenacity (Ex): At 8th level, you gain a climb speed equal to twice your base speed, the compression ability, darkvision 60 feet, and the ability to perceive invisible creatures as *see invisibility*.

Envenomed Rage (Su): At 12th level, while bloodraging, all of your attacks with both natural and manufactured weapons are considered to be coated in your venom from serpent's maw.

Snakebleed (Su): At 16th level, whenever you take damage while bloodraging, you may cause a venomous snake swarm[B3] to pour forth from your injury into your space. The snake swarm uses the poison from your serpent's maw ability in place of its own poison, and the DC of its distraction ability is equal to the DC of your serpent's maw poison. You are immune to abilities of the swarm and may command the actions of the swarm (as per *dominate animal*), but it dissipates after 1 round.

Serpentine Supremacy (Su): At 20th level, you gain the shapechanger subtype and can assume the form of a reptilian humanoid (as *alter self*), a snake of Diminutive to Huge size (as *beast shape III*), or a naga (as *naga shape III*[BotB]) at will. You retain the power of speech and the ability to use somatic spell components when transformed and can use your serpent's maw and serpentine tenacity abilities while under the effects of a *polymorph* spell.

Cavalier[APG]

Bannerless Knight (Cavalier Archetype)

In war-torn regions, allegiances mean little and honor means even less. Causes rise and fall with the seasons, meaning that soldiers must learn to constantly adapt to new hierarchies and strategies if they wish to keep their heads. This has created a caste of unique riders known as bannerless knights, soldiers who pledge themselves to any cause for the sake of convenience and survival.

This archetype is compatible with the legendary cavalier[LCav].

Fleeting Allegiance: Bannerless knights do not gain additional class skills from their chosen order, nor do they gain any bonuses to skill checks from their order.

Pledge of Convenience (Ex): In a process that takes one hour, a bannerless knight can change his order to any other order, losing any abilities associated with his old order

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and gaining abilities as a cavalier of his level belonging to a new order of his choice. If an order ability can only be used a limited number of times per day, switching away from the order and then back to it within the same day does not replenish any uses of that ability. A bannerless knight does not lose the abilities of an order if he violates its tenants. This ability alters the cavalier's order.

Solo Tactics (Ex): At 1st level, the bannerless knight receives a teamwork feat as a bonus feat. In addition, all of the bannerless knight's allies are treated as if they possessed the same teamwork feats[APG] as the bannerless knight for the purpose of determining whether the bannerless knight receives a bonus from his teamwork feats.

His allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the bannerless knight to receive the listed bonus.

This ability replaces tactician. For a legendary cavalier, this ability is gained in place of commander's shout at 4th level.

Jaded Resilience (Ex): At 5th level, a bannerless knight gains special resistance against effects which would compel his loyalty. He gains a +2 bonus on saving throws against charm and compulsion effects. This bonus increases by 1 at 10th level and every 5 levels thereafter. This ability replaces banner. A legendary cavalier gains this ability at 2nd level, with the bonus increasing to +3 at 10th level and +4 at 18th level.

Treacherous Tactics (Ex): At 9th level, the bannerless knight gains an additional teamwork feat as a bonus feat. In addition, as a swift action, the bannerless knight can choose one enemy within close range. For a number of rounds equal to the bannerless knight's Charisma modifier, that enemy is treated as if it were the bannerless knight's ally and possessed the same teamwork feats as he does for the purposes of positioning and threatening when he determines whether he receives a benefit from his teamwork feats. He cannot use this ability to benefit from any teamwork feats that require particular actions from allies, such as Swap Places[APG]. This ability replaces greater tactician. A legendary cavalier gains this ability at 8th level in place of chivalry's call.

Resilient Veteran (Ex): At 14th level, a bannerless knight is allowed to attempt an additional saving throw against any ongoing spell or effect that is targeting him once per round. This save is attempted at the original DC. Spells and effects that do not allow saving throws are unaffected by this ability. Once the bannerless knight has used this ability against a specific effect, he cannot use it to attempt a third saving throw against that effect. This ability replaces greater banner.

Greater Training: The bannerless knight of the base cavalier class may choose to lose challenge, demanding challenge, cavalier's charge, mighty charge, supreme charge, the bonus feats gained at 6th, 12th, and 18th levels, and proficiency with martial weapons and medium and heavy armor to instead gain a martial tradition[SoM] and a combat talent at every class level.

He may not take this option if possessing an archetype that would alter or replace these class features. If the bannerless knight possesses the Guardian sphere[SoM] (challenge) package, any abilities the bannerless knight possesses that reference his use of challenge (such as the challenge ability for his order) apply to any use of the *challenge* ability provided by the Guardian sphere.

This optionally replaces challenge, demanding challenge, cavalier's charge, mighty charge, supreme charge, and the bonus feats gained at 6th, 12th, and 18th levels.

Cleric

Draconic Channeler (Cleric Archetype)

Dragons are the eldest of Vandara's denizens and remain among the most powerful. As a result, they have acquired no shortage of worshippers wishing to strengthen themselves from their attachment to these beings.

Domains: A draconic channeler must select the Scalykind[BotD] domain with the dragon[ISG] subdomain as one of their domains.

Draconic Potency (Su): Starting at 4th level, by expending a use of channel energy as part of using her dragonbreath domain ability, a draconic channeler may use her dragonbreath domain ability without expending one of its daily uses.

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Dragon Caller (Su): A draconic channeler adds the following creatures to the list of creatures they are capable of summoning with various summon monster spells. Any summoned dragon must be of a type that is normally the same alignment as the draconic channeler.

Summon monster V: Wyrmling dragon of any type
Summon monster VI: Very young dragon of any type
Summon monster VII: Young dragon of any type
Summon monster VIII: Young adult dragon of any type
Summon monster IX: Adult dragon of any type

Commander[SoM]

Emissary (Commander Archetype)

Emissaries couple their strategic knowledge with intense research and analytical acumen, although their tactics often rely upon bouts of sudden insight and improvisation.

This archetype requires the administrator[LotS] archetype.

Inspiration (Ex): An emissary gains an inspiration pool as the investigator[ACG] class ability. An emissary uses his commander level as his investigator level when determining the effects of this ability. Instead of free uses of inspiration on Knowledge, Linguistics, or Spellcraft skill checks, the emissary can use inspiration on Bluff, Diplomacy, Intimidate, Knowledge (local), Linguistics, Perform, and Sense Motive checks without expending a use of inspiration, provided he is trained in the relevant skill.

Additionally, the emissary can choose an investigator talent instead of an enhanced tactic.

This replaces clear communicator.

Note: If the emissary gains an inspiration pool from another source, he adds his commander level to his investigator level when calculating his inspiration pool (and may still only add the associated ability score modifier once).

Battlefield Specialist Options

Space

The commander excels at fighting in the airless drifting void of space. When fighting or traveling in space terrain, the commander can affect allies with his *shouts* and *tactics* even if they cannot hear the commander. The commander and any ally affected by one of his *tactics* or *shouts* may move up to their full speed in any direction under no gravity so long as they have a surface to push off of (rather than half speed) and do not lose the ability to fly nonmagically for 2d6 rounds after entering a no gravity area.

Conscript[SoM]

Conscript Combat Specializations

Spell Drain (Su) (2 points)

Starting at 3rd level, when the conscript deals damage to a spellcaster using an attack action, he may expend martial focus as an immediate action to drain a portion of the caster's magical energy. The target must succeed at a Will save (DC 10 + 1/2 the conscript's level + his practitioner modifier) or lose one of the following of the conscript's choice: a spell slot of the highest level they can cast, a number of power points equal to their manifester level, one use of their highest-level spell-like or psi-like ability, or a number of spell points equal to 1/3 their MSB (minimum one). If a target fails their saving throw, the conscript gains a deflection bonus to AC equal to 1/3 his conscript level for a number of rounds equal to his practitioner modifier. Once a target has been affected by spell drain, they cannot be affected again for 24 hours.

At 6th level, the conscript may prematurely end this deflection bonus to amplify the damage on his next attack. The increased damage is equal to 1d6 per level of the

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spell slot or spell- or psi-like ability drained. For power points, the damage is equal to 1d6 plus 1d6 for every 2 power points drained beyond the first. For spell points, the damage is equal to 1d6 for every spell point drained.

At 9th level, when the conscript would take damage while the deflection bonus from spell drain is active, he may spend an immediate action to end the deflection bonus and reduce an instance of damage by the same amount he could increase his damage by ending the bonus.

At 12th level, when the conscript ends the deflection bonus from spell drain, all damage he deals is increased by the minimum amount of damage from spell drain's increased damage until the end of his next turn.

Supply Line (Ex) (1 point)

At 1st level, the conscript gains the Faction[SoG] sphere as a bonus talent. He may select Faction sphere talents in place of bonus combat talents granted by his conscript levels. If the conscript already possesses the Faction sphere, he instead gains a single Faction sphere talent which he meets the prerequisites for. If the conscript possesses the (retainer) package, he may gain the services of a single courier or expert retainer at a time without having to pay a authorization. If the conscript possesses the (supply) package, obtaining a mount with suitable gear does not cost faction authorizations but the price of the mount (including any gear it comes with) cannot exceed the conscript temporary faction resources limit. The mount can be replaced like a retainer, but also must be paid for if it is lost like a retainer.

Cryptic[UP]

Circuitbreaker (Cryptic Archetype)

Circuitbreakers, much like standard cryptics, are obsessed with the patterns that underlie their world. Unlike "normal" cryptics, the patterns that circuitbreakers see manifest to them as mechanical blueprints driving them to devise and create new and more powerful devices. Circuitbreakers push the boundaries of technology constantly, seeking an ultimate creation that they themselves do not fully understand.

Advanced Tech Expert: The circuitbreaker's pursuit of technological discovery drives her to develop new techniques and tools to assist him in reaching his goals.

At 1st level, the circuitbreaker receives the Technologist* feat.

At 5th level, the circuitbreaker receives the Craft Technological Item* feat, even if she would not otherwise meet the prerequisites.

At 9th level, the circuitbreaker may choose either the Craft Cybernetics* or Craft Pharmaceutical* feat, even if she would not otherwise meet the prerequisites.

At 13th level, and again at 17th level, the circuitbreaker may choose any feat whose prerequisites include either Psicrystal Affinity[UP] or Technologist* as a bonus feat.

In place of any of these feats, the circuitbreaker may choose to gain the Learn Ranger Trap[UM] feat even if they do not meet the prerequisites. The circuitbreaker is treated as a ranger for the purpose of being able to use non-extraordinary traps and how often she may use traps. In addition, the circuitbreaker may use her Intelligence modifier in place of her Wisdom modifier for the feat's effects.

This replaces the altered defense class feature.

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Psi-Core Assistant: The circuitbreaker's drive to innovate leads her to create more and more advanced tools to assist her in her endeavors. At 3rd level, the circuitbreaker gains Psicrystal Affinity and Psi-Core Upgrade* as bonus feats, even if she would not otherwise qualify for them. This replaces the evasion class feature.

Structured Devastation (Ex): From 4th level on, the circuitbreaker gains the ability to attach any trap or ranger trap[UM] she has created to a non-hostile construct or mech as a full-round action. The next time the construct or mech succeeds at a melee attack roll, the targeted creature is also treated as having triggered the attached trap. You may choose to have the construct or mech automatically succeed at any saving throws attempted against the trap. This replaces the rapid defense class feature.

Advanced Devastation (Ex): Starting at 14th level, the circuitbreaker may attach up to two traps or ranger traps when using her structured devastation class feature. This replaces the enduring defense class feature.

Extricator (Cryptic Archetype)

Cryptics are scholars of the universe, skilled at seeing and manipulating the underlying fabrics that make up all things. Extricators are specialists in the art of sundering these patterns, of unmaking reality at the most fundamental level.

Weapon and Armor Proficiencies: Extricators are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition[SoM] of their choice. This alters weapon and armor proficiencies.

Trade Tradition: In addition, if this is the character's first level, they choose a trade tradition[SoG]. Their trade rank is adroit. If this is not the character's first level, they instead choose one trade talent from the Vocation sphere as a bonus talent. This replaces the cryptics's normal class skills.

Casting: The extricator may combine spheres and talents to create magical effects. The extricator is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition[USoP] the first time they gain the casting class feature.) This replaces lesser insights, pattern designs, powers and power points.

Spell Pool: An extricator gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: An extricator gains a combat, magic, or skill talent (some of which are required to be utility talents) using the journeyman talent progression[SoG] (or the virtuoso talent progression[SoG], if the extricator replaces the cryptic insights gained at 2nd, 8th, 14th, and 20th levels). An extricator uses her casting ability modifier as her practitioner modifier.

Flexible Patterns: The DCs and effects of all of the extricator's class abilities are based on the extricator's casting ability modifier rather than her Intelligence modifier. Any cryptic ability that would involve a manifester level check instead uses a magic skill check.

Miracle Keeper: At 1st level, the extricator gains Distill Compound[USoP] as a bonus feat. This replaces scribe tattoo.

Disrupting Blast (Su): At 1st level, the extricator gains the Destruction[USoP] sphere as a bonus sphere and the Energy Focus drawback, choosing her unique blast type group of Pattern that has only the following (blast type) talent within it. This drawback can be bought off as normal. If the extricator already possesses the Destruction sphere, she does not gain the Energy Focus[USoP] drawback. If she already possesses the Energy Focus drawback, she may select a bonus talent and changes the type of energy with the Energy Focus drawback to (pattern). When using a *disrupting blast*, the extricator treats her class level as her caster level for the destructive blast. This stacks normally with caster levels gained from other sources.

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Disrupting Blast (blast type, pattern)

Choose a creature type (without having to select a subtype). You may change this creature type by spending a spell point as a free action or whenever you gain psionic focus. This destructive blast deals untyped damage only to creatures of this type and ignores any spell resistance that such targets possess. Blasts with this blast type count as the disrupt pattern class feature for the purpose of cryptic insights, feats, and items. This ability alters disrupt pattern and enhanced disruption.

Unraveling (Su): Rather than amplifying her own fortitude, an extricator gains the ability to weaken those around her. As a swift action, the extricator can cause any creatures she can perceive within medium range to take one of the following penalties, chosen when this ability is activated. Each target receives the same penalties, and the extricator may change these penalties as a swift action. The extricator can use this ability for a number of rounds per day equal to 4 + her casting ability modifier. The extricator can maintain this ability as a free action as long as she has rounds available, or dismiss it at any time as a free action.

Brutalize: Creatures within the area take 1 additional damage from all attacks.

Disorient: Creatures within the area take a -1 penalty on attack rolls.

Expose: Creatures within the area take a -1 penalty to AC.

Every four cryptic levels thereafter, these penalties increase by 1 (to 2 at 5th level, 3 at 9th level, 4 at 13th level, and 5 at 17th level).

This ability replaces altered defense. Favored class bonuses which improve altered defense improve the penalties dealt by this ability at an identical rate.

Rapid Unravel (Su): Starting at 4th level, an extricator can use her unraveling ability as a free action by spending a spell point or expending her psionic focus, even when it is not her turn. This ability replaces rapid defense.

Perpetual Unravel (Su): At 14th level, an extricator is no longer limited to how many rounds per day she can have the unraveling ability active. The extricator can still change the effect as a swift action. This ability replaces enduring defense.

Voidheart (Su): At 20th level, an extricator can select the following supreme insight:

One with the Void: Powers of destruction have subsumed your being, rendering your own pattern indistinguishable from the enigmatic oblivion. You are considered an outsider for the purpose of spells, powers, and other effects, and are immune to energy drain, death effects, and negative energy damage. In addition, you are shielded against divination effects as per the Unplottable[USoP] advanced Protection sphere talent.

Reshaper (Cryptic Archetype)

As cryptics learn about the myriad bizarre patterns that fill the universe, some begin to realize how limited their own forms are. These individuals take to modifying themselves with psionics, assuming wild and powerful new shapes.

Warped Appearance (Ex): Rather than tattoos, a reshaper's powers manifest in various physical alterations across her body. The reshaper's known powers can be identified via Knowledge (dungeoneering or engineering) checks with a DC equal to 15 + double the power's level. When a cryptic manifests one of her powers, it creates a visual or auditory pattern of energy during the action taken to manifest the pattern. While the reshaper's powers have the normal displays for psionic powers – auditory, mental, and the like – this pattern unique to the reshaper cannot be suppressed as normal displays can be suppressed. This ability replaces pattern designs.

Aberrant Restructuring: Whenever she would gain a cryptic insight, a reshaper may instead gain 2 customization points which can be used to select aegis customizations as an aberrant aegis[UP]. A reshaper uses her cryptic level as her aberrant level for the purpose of determining what customizations she may select.

Metamorphic Insight: At 7th level, the reshaper adds *metamorphosis*[UP] to her list of powers known. At 16th level, she adds *greater metamorphosis*[UP] to her list of powers known. This ability replaces the powers known gained at 7th and 16th levels.

Supreme Insight: A reshaper gains access to the following supreme insight:

Reshaped Perfection: The reshaper has achieved a bodily pattern which stands above all others. Her type changes to outsider (native), she gains DR 10/psionic, and she treats her manifester level as 4 higher for all manifestations of metamorphosis or greater metamorphosis powers.

Daevic[AM]

Passions

Fixation

Daevas of Fixation seek out servants with a one-track mind. Daevics of Fixation specialize in ranged combat, employing firearms or similar weapons to kill or incapacitate foes at range. Most often, they play the roles of assassins or infantry, dominating the battlefield either through powerful weapon batteries or more compact handheld firearms. Fixation daevics are the most common type of daevics in militarized industrial societies, making use of their aptitude at long-distance combat to attain many victories.

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Passion Veils: Armory of the Conqueror[AM], Courtesan's Cloak[AM], Daevic Aspect[AM], Gorget of the Wyrm[AM], Hand Cannons[AM], H.U.D.*, Lashing SpinneretsAM, Nanite Cloud*, Micro-Missile Gauntlet*, Pestilence Cloak[AM], Riven Darts[AM], Sentinel's Helm[AM]

Skills: Perception, Stealth, Knowledge (geography)

At 3rd level, the daevic gains Precise Shot as a bonus feat. At 5th level, she gains Deadly Aim and at 8th level she gains Improved Precise Shot or Pinpoint Targeting. The daevic does not need to meet the prerequisites for these feats.

At 6th level, the daeva becomes more refined, driving the daevic towards a particular combat style. Choose one of the following aspects:

Cannoneer: Opting for powerful heavy weapons over more compact machines, cannoneers build their combat style around doling out extreme destruction. When fighting using a ranged weapon, all creatures adjacent to the projectile's point of impact (or line of fire, in the case of spread or automatic[TG] or area-damaging weapons) take the minimum amount of damage from the attack, as if they were caught in the radius of a splash weapon (DC is 10 + 1/2 the daevic's level + her Charisma modifier for half damage). The effective radius of this ability improves to 10 feet at 12th level and 15 feet at 18th level.

Sharpshooter: Employing expert aim and surgical precision to their attacks, sharpshooters aim to annihilate their target in a single shot whenever possible. As a full-round action, a sharpshooter can take careful aim and pool all of her attack potential with a ranged weapon into a single, deadly shot. When she does this, she shoots the weapon at a single target, but makes as many attack rolls as she can, based on her base attack bonus.

She makes the attack rolls in order from highest bonus to lowest, as if she were making a full attack (this applies even to weapons normally incapable of firing more than one shot per round). If any of the attack rolls hit the target, the sharpshooter's single attack is considered to have hit. For each additional successful attack roll beyond the first, the sharpshooter increases the damage of the shot by the base damage dice of the weapon.

For instance, if a 7th-level sharpshooter firing a musket[UC] hits with both attacks, she does 2d12 points of damage with the shot, instead of 1d12 points of damage, before adding any damage modifiers. Precision damage and extra damage from weapon special abilities (such as *flaming*) are added with damage modifiers and are not increased by this effect. If one or more rolls are critical threats, she confirms the critical once using her highest base attack bonus –5. For each critical threat beyond the first, she reduces this penalty by 1 (to a maximum of 0). The sharpshooter only misfires on this shot if all the attack rolls are misfires. She cannot use this effect with a blunderbuss or other scatter weapon when attacking creatures in a cone.

Vigilance

Daevics of Vigilance are unrivaled analysts, tacticians, and spies, able to garner information and channel it effectively towards a variety of strategically salient purposes. Be it finding a crucial weakness in the foe's defenses or optimizing the functionality of a unit's own soldiers, Vigilance daevics are an incredible asset to any force that commands them or is capable of otherwise harnessing their intellectual expertise.

Passion Veils: Bloody Shroud[AM], Collar of Skilled Instruction[AM], Courtesan's Cloak[AM], Cuirass of Confidence[AM], Daevic Aspect[AM], Dreamcatcher[AM], Essence of the Succubus[AM], H.U.D.*, Sentinel's Helm[AM]

Skills: Perception, Knowledge (any two)

At 3rd level, the daevic gains a +2 bonus on all Knowledge checks and may attempt such checks untrained. In addition, she gains the studied target ability of a slayer of

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her class level. The DCs of daevic class abilities and veils against that opponent increase by the studied target bonus.

At 6th level the daeva becomes more refined, driving the daevic toward a particular combat style. Choose one of the following aspects:

Optimizer: Making the most of any situation, optimizers excel at forging a path to victory from any circumstance. At 6th level, the optimizer gains the use of the strategy class feature, as the tactician[UP] class. She learns one strategy at 6th level plus another at 12th and 18th level. For the purpose of these strategies, the optimizer uses her Charisma modifier in place of her Intelligence modifier and treats all allies within 30 feet and all allies affected by one of her veils as being part of her collective.

Saboteur: Saboteurs specialize in locating and compounding weaknesses within an opponent's capabilities. At 6th level, the daevic gains sneak attack 1d6, alongside the debilitating injury ability of an unchained rogue[PFU]. At 12th and 18th level, the daevic gains an additional die of sneak attack as well as the ability to apply an additional debilitating injury effect on the target whenever the ability is used.

Retold Daevic

The Daevic passions and Daevic Aspect options presented in this book are designed to be compatible with the original Daevic class published in Akashic Mysteries. A revised version of the class exists in the form of the Retold Daevic, which has its own versions of the passions presented here.

Dissident[LotS]

Strife: Mortality vs. Eternity

This strife posits the value of the timely vs. the value of the timeless. Should a person focus on the needs and desires of the people around them or seek higher truth amidst fundamental structures of existence? Is the value of one's actions defined by the legacy they leave behind or by the experiences they create in the moment?

Mortality focuses on direct action with little care for consequences, emphasizing quick movements and decisive strikes to resolve immediate conflicts. Eternity focuses on a more defensive and distant suite of abilities, mitigating oncoming damage and hampering enemy action to encourage steady and patient resolution.

Strife Benefit: As long as the dissident is attuned to mortality, she adds her strife bonus as an insight bonus on damage rolls. In addition, all of her movement speeds increase by 10 feet for every point of her strife bonus.

As long as the dissident is attuned to eternity, she adds her strife bonus as an insight bonus on Reflex saves and gains DR/- equal to her strife bonus. This stacks with all other forms of damage reduction.

Unique Conflict: Whenever a creature within close range of the dissident is reduced to 0 hit points, she can spend an immediate action to shift one step towards mortality.

Whenever a creature within close range of the dissident recovers an amount of hit points equal to or greater than twice the dissident's level, she can spend an immediate action to shift one step towards eternity.

Nuances: A dissident with the mortality and eternity strife can choose from the following nuances:

Armaments of Tribulation (requires dissident 9, manifest equilibrium): In place of the normal bonus

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granted by the manifest equilibrium nuance, she can grant the imbued armament the following special abilities:

Mortality: vicious (weapon), sacrificial[USoP] *(armor)*

Eternity: preventative[USoP] *(weapon), stanching*[UE] (armor)

Balance: decisive[USoP] (weapon), *selfless*[USoP] *(armor)*

Additionally, the bonus granted to an imbued object that she summons using manifest equilibrium increases to a +1 enhancement bonus, +1 per 5 dissident levels she possesses.

Burnout (requires dissident 6): When the dissident uses a roar of existence while completely attuned, she may become balanced in her struggle as part of using it. If she does, she does not need to spend a spell point and creatures in the area are not allowed a saving throw against the roar's initial effect. If you possess the lingering echo nuance, targets are still allowed a saving throw against the effects of that ability.

Challenge Perpetuity (requires dissident 9) (Su): Whenever the dissident positively impacts a creature with confront motives, they also gain the benefits of the dissident's current strife benefit (using her current strife bonus) for the duration.

Whenever the dissident successfully negatively impacts a creature with confront motives, they gain an additional effect depending on the dissident's attunement: if she is attuned to mortality, the creature takes a -4 penalty to AC, magic skill checks, and concentration checks for the duration. If she is attuned to eternity, the creature takes a -4 penalty to attack rolls and Reflex saves for the duration.

Guided Roar (requires dissident 6): When the dissident uses roar of existence while completely attuned, she may have it take the form of a close-range cone, a medium-range line, or a burst of normal size centered within close range. Alternatively, the dissident may move up to her movement speed when using roar of existence without provoking attacks of opportunity, affecting all enemies who are adjacent to her at any point in the movement with roar of existence.

Lingering Echo (requires dissident 6): Any creature who fails their save against the dissident's roar of existence becomes blinded (for roar of finality) or staggered and entangled (for roar of infinity) for 1 round. This duration improves to a number of rounds equal to the dissident's operative modifier if the dissident is completely attuned. In addition, any enemy who ends their turn in an area where roar of existence was used within a number of rounds equal to the dissident's ability modifier takes 1d8 points of damage per 4 dissident levels (Will save negates).

Of Mortals and Mysteries (requires dissident 6): When the dissident gains this nuance, she chooses a single agent ploy[SoG] and either a single cleric domain or a single inquisitor inquisition[UM]. While the dissident is attuned to mortality, she gains the chosen ploy's feature and can use its devious technique against any target who could normally be targeted by a discerning strike. When the dissident is attuned to eternity, she gains the chosen domain or inquisition's 1st-level ability, using her casting ability modifier in place of her Wisdom for determining the effects of any domain or inquisition abilities.

The dissident can choose this nuance an additional time at 9th level or higher in dissident. When chosen a second time, she gains the benefits of the conspiratorial ploy and always a clue features of the ploy while attuned to mortality, and the 6th- or 8th-level domain or inquisition ability while attuned to eternity.

Strife Dedication: At 4th level, the dissident can spend a spell point to unleash a roar of existence as a standard action. The roar is a 5-foot radius burst centered on herself. This burst radius increases by 5 feet for every 4 dissident levels beyond 4th. The effect of roar of existence is based on the dissident's attunement. The dissident is not affected by her own roar.

Roar of Finality: A dissident attuned to mortality deals 1d6 points of damage per dissident level to creatures in the area (Reflex save half). This damage type is either acid, cold, electricity, or fire, chosen when the dissident gains this ability.

Roar of Infinity: A dissident attuned to eternity causes all targets in the area to fall prone (Reflex save negates). If creatures in the area are airborne, they descend up to 600 feet and land prone if they hit the ground, taking falling damage as normal.

Roar of Uncertainty: A balanced dissident causes all targets in the area to be pushed 5 feet away from you, plus an additional 5 feet per 4 dissident levels beyond 4th (Reflex save negates). The area of the roar of uncertainty becomes difficult terrain for 1 round.

Strife Devotion (Su): At 13th level, while the dissident is completely attuned to mortality, her movement speed bonus increases to 40 feet plus an additional 10 feet for every 3 levels beyond 13th she possesses. In addition, the dissident may spend a move action to attempt a new saving throw against any effect on her.

While the dissident is completely attuned to eternity, her DR/- increases to half her dissident level and she gains fast healing equal to 1/4 her dissident level. This fast healing cannot heal the dissident above half her normal hit points.

Strife Mastery (Su): While the dissident is completely attuned to mortality, she gains an additional move or swift action each round. Whenever the dissident attacks or uses a sphere effect, she may take a 5-foot step (this does not count towards the number of 5-foot steps she may make per turn, nor does it detract from her movement).

While the dissident is completely attuned to eternity, she gains an additional immediate action and may make any number of attacks of opportunity each round. Whenever the dissident attacks, uses a sphere effect, or uses roar of infinity, she may perform a bull rush, drag[APG], or reposition[APG] combat maneuver against any affected targets.

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Dread[UP]

Apostate (Dread Archetype)

The ideals of a nation, faith, or community hold great power over people, and there are few things that a loyalist fears more than their dogma being revealed as contradictory, self-destructive, or incorrect. Apostates utilize this fear as a weapon, depriving targets of the magical connections which so often bolster their resolve. An apostate may work to free others from tyrannical propaganda or crush the resolve of their enemies.

Apostate Philosopher: The apostate adds Diplomacy and Knowledge (arcana, planes, and religion) to her class skills, but loses Acrobatics, Climb, Stealth, and Swim as class skills.

Agonizing Doubt (Su): When an apostate of 11th level has a shadow twin active, all enemies within 30 feet of the apostate or shadow twin must attempt concentration checks to successfully cast a spell or manifest a power (DC 10 + the apostate's level + her Charisma modifier). If a creature in the area failed this check since the end of the apostate's last turn, the shadow twin uses a separate action pool instead of sharing the round's actions with the apostate for that round. This means that it and the apostate could both make attacks in the same round.

At 15th level, if any creature within 30 feet of the apostate or shadow twin fails their check, the apostate or shadow twin (or both) may project a *null psionics field*[UP] centered on themself for 1 round. The shadow twin does not wink out in the *null psionics field*.

This ability replaces twin fear.

Apostate's Deliverance (Su): At 18th level, the apostate can expend 2 uses of terrors to manifest *unravel psionics*[UP] as a psi-like ability, with a manifester level equal to her dread level. This ability replaces the terror gained at 18th level.

Drone Tyrant (Dread Archetype)

There are few sights that chill the blood of mortal beings like the sudden darkening of the sky when a drone tyrant enters the battlefield. Commanding entire squadrons of fear-inducing mechs whose terrifying formations can spread horror across an entire battlefield, the drone tyrant can smother the hope in men's hearts as surely as her mighty machines can fill the sky and block the sun's light.

Diminished Manifesting: The drone tyrant's training with her mech reduces her natural training and facility with psionic powers. The drone tyrant does not gain talents at 1st level, nor does she gain an additional power known at 2nd level and every three levels thereafter (5th, 8th, 11th, etc.). This replaces the talents class feature and alters the drone tyrant's powers known.

Bonded Mech (Ex): The drone tyrant gains a bonded mech*, treating her class level as her pilot level.

Mech Swarm (Ex): At 1st level, the drone tyrant gains Remote Piloting* as a bonus feat.

At 11th, 15th, and 19th level, the drone tyrant receives Remote Legion* as a bonus feat.

This replaces the fearsome insight and shadow twin class features.

Wings of Devastation (Su): At 1st level, the drone tyrant may, as a standard action, command a mech under her control to make a melee touch attack against a living creature that deals 1d6 points of untyped damage plus 1 point per class level. If the drone tyrant spends a use of terror, this attack becomes a ranged touch attack with a range of 30 feet. The drone tyrant cannot use this ability through multiple bonded mechs with the same action. This replaces the devastating touch class feature but counts as it for feats and effects.

Channeled Terror (Su): From 2nd level on, whenever the drone tyrant gains a terror that is normally channeled through the dread's devastating touch class feature, she

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may instead deliver it via his wings of devastation ability through any of his bonded mechs. This alters, but in all other ways acts as, the dread's terror class feature.

Spreading Eclipse (Su): At 3rd level, the drone tyrant's bonded mechs radiate an aura that causes all enemies within 10 feet to take a -4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity while adjacent to any of the drone tyrant's bonded mechs. If two or more of the drone tyrant's bonded mechs are within 10 feet of one another, the ambient light level in a 30- foot radius of each mech is lowered by one step. This replaces but otherwise counts as the dread's aura of fear.

Iron Nightmare (Su): Starting at 11th level, whenever a bonded mech under the drone tyrant's control is within 10 feet of a creature suffering from the shaken, frightened, or panicked conditions, the drone tyrant may use a free action to command it to take a single standard or move action. The drone tyrant may only take one such free action per bonded mech each round, and a bonded mech cannot take the action type twice in the same round as a result of this ability (for example, an drone tyrant could not have the same mech take two standard actions by spending a standard action to command it and then using this ability). Spells, powers, and other effects that would allow the mech to take additional actions still function normally. This replaces the twin fear class feature.

Armor of Night (Ex): At 20th level, the drone tyrant gains the ability to instantly recall all of her bonded mechs to her side, regardless of distance or location, as a full-round action (though the bonded mechs must have at least 1 hit point at the time this ability is activated). When using this ability, the mechs automatically form into a single mech around the drone tyrant as though the drone tyrant had a single bonded mech appropriate to his class level, and the drone tyrant is automatically considered to be piloting the new unified mech.

The mech formed in this way has full hit points for a creature of its Hit Dice, regardless of damage dealt to the component mechs when the ability was used. As long as the drone tyrant is piloting the unified mech, the aura of her spreading drone tyrant ability affects all creatures within 30 feet, and the ambient light level decreases by two steps in a 60-foot radius centered on the drone tyrant and her mech. The drone tyrant may dismiss this effect as a move action, causing the mechs to disassemble into their original individual bodies, splitting any remaining hit points possessed by the unified mech evenly between themselves and moving into the nearest unoccupied squares.

This replaces the fear incarnate class feature.

Fearsome Overlord (Dread Archetype)

Sources of fear are usually something foes can run or hide from, but what can be done about an enemy whose terrifying influence has already entered your mind? Fearsome overlords excel at wielding such terror, infiltrating the thoughts of targets to trap them in perpetual terror.

Collective (Su): A fearsome overlord develops the ability to use psionic power to a psychic network through which she may affect them. As a standard action, a fearsome overlord can join any number of willing targets into her collective (up to her limit, see below). The fearsome overlord must have line of sight to each target, each target must have a Wisdom score of at least 1, and all targets must be within medium range (100 feet + 10 feet per class level). The collective can contain up to her key ability modifier or 1/2 her dread level, whichever is higher. The fearsome overlord is always considered a member of her own collective, and does not count against this limit.

The fearsome overlord can choose to remove a member as a free action on her turn, and any member can voluntarily leave the collective as a free action on their turn. Any member whose Wisdom drops to zero or who moves out of range of the collective is automatically removed. If a member enters a *null psionics field,* the connection to the collective is suppressed until the member leaves the field. A member who leaves the collective for any reason immediately loses any and all benefits they may have gained from being a member. A fearsome overlord is aware of the status of her collective and can, roughly, sense the presence of each member, although beyond telling if such a creature is still a member, this has no mechanical benefit until higher levels (see telepathy below).

A fearsome overlord can manifest certain powers through her collective. If a dread power specifies one or more willing targets (or is harmless) and has a range greater than personal, she can manifest this power on a member of her collective regardless of the range of the actual power. All other non-range restrictions still apply. She may manifest any power with the network descriptor this way, regardless of their actual ranges or targets. If she is capable of manifesting powers or casting spells from a different class (as is the case for a multiclass dread), any compatible spell or power with a range greater than touch can also be used through the collective.

At 15th level, a fearsome overlord's collective range is limitless on the same plane as the fearsome overlord.

At 19th level, a fearsome overlord's range reaches even across other planes and dimensions.

This ability replaces devastating touch.

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Malice: The fearsome overlord gains Unwilling Participant[UP] as a bonus feat at 1st level, using her Charisma modifier in place of Wisdom to determine the save DC of effects.

Fearmonger Powers (Su): The fearsome overlord adds the network descriptor to all of the following powers: all powers with the [fear] descriptor, *demoralize*[UP], *id insinuation*[UP], *induce nightmare*[UP], *mind over the immaterial*[PASP], *mindwipe*[UP], *personality parasite*[UP], *sensory cascade*[UP], *spiritual lordship*[PASP], and *tortured visions*[PASP].

Spirit of Many (Su): A fearsome overlord of 2nd level gains special abilities when manifesting powers with the network descriptor. She can manifest these powers on any member of her collective, even if they are out of the power's range or would normally be immune to the power. Whenever she manifests a power with the network descriptor targeting only members of her collective, the power loses the mind-affecting descriptor (if it had it) and is treated as a supernatural ability (bypassing power resistance and becoming immune to dispel attempts), although it still provokes an attacks of opportunity to manifest as normal. Network powers manifested only on members of the collective never allow saving throws - their saving throw entry becomes "None", although if the power specifies a subsequent saving throw, subjects attempt those saves normally.

The fearsome overlord also adds the following augment to all powers with the network descriptor:

Augment

For every additional power point the fearsome overlord spent, she can choose an additional target, so long as the target is a member of her collective.This ability replaces the terror gained at 2nd level. Terrors are learned normally starting at 4th level.

Fearsome Collective (Su): All creatures that are part of the fearsome overlord's collective take a –4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity while within the fearsome overlord's collective. This ability functions only while the fearsome overlord remains conscious, not if he is unconscious or dead. This ability replaces aura of fear.

Collective Terror: The fearsome overlord is capable of channeling her terrors through her collective. As a standard action, the fearsome overlord may spend a use of her terrors to target a single creature within her collective. That creature is treated as if it had been attacked by devastating touch for the purpose of being affected by a single terror the fearsome overlord possesses. In addition, the fearsome overlord can instead choose to attempt an Intimidate check against a target within her collective, regardless of distance. This ability is considered to be a power with the network descriptor and can be augmented by the spirit of many class feature, although the fearsome overlord must spend a use of her terrors in addition to a power point for each additional target.

Frightful Induction: At 3rd level, the fearsome overlord gains the ability to force targets into her collective upon contact. When the fearsome overlord strikes a creature with a melee attack, she may expend a use of her terrors to induct the creature into her collective as per the Unwilling Participant feat. The creature is allowed a saving throw against this effect using her Unwilling Participant DC. This replaces channel terror.

Omnipresent Fear: At 11th level, the fearsome overlord gains the ability to hunt down any creature which would try to run from her. She automatically knows the location of any creature in her collective, and can expend a use of her terrors to view them as the *remote viewing* power without a saving throw (ML equal to fearsome overlord level). This replaces twin fear.

Schicksalshand (Dread Archetype)

The path of the dread makes one a conduit of powerful energies, chief among them fear. The schicksalshand is a dread who uses their corrupting presence to harness even stranger powers, their touch of corruption becoming a vector for a wide variety of energies.

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Weapon and Armor Proficiencies: Schicksalshands are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition[SoM] of their choice. This alters weapon and armor proficiencies.

Trade Tradition: In addition, if this is the character's first level, they choose a trade tradition[SoG]. Their trade rank is adroit. If this is not the character's first level, they instead choose one trade talent from the Vocation sphere as a bonus talent. This replaces the dread's normal class skills.

Casting: The schicksalshand may combine spheres and talents to create magical effects. The schicksalshand is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition[USoP] the first time they gain the casting class feature.) This replaces talents, powers and power points.

Spell Pool: A schicksalshand gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A schicksalshand gains a combat, magic, or skill talent (some of which are required to be utility talents) using the journeyman talent progression[SoG] (or the virtuoso talent progression[SoG], if the schicksalshand replaces the bonus feats class features). A schicksalhand uses her casting ability modifier as her practitioner modifier.

Flexible Terror: The DCs and effects of all of the schicksalshand's class abilities are based on the schicksalshand's casting ability modifier rather than Charisma.

Implacable Touch (Su): A schicksalshand can use her devastating touch in place of a normal attack when making an attack action, attack of opportunity, or charge attack. A schicksalshand can use [strike] talents through their devastating touch as if it were a weapon. This alters devastating touch.

Forceful Touch (Su): Starting at 4th level, when using a [strike] talent through her devastating touch, the schicksalshand treats her class level as her caster level for the effect. This stacks normally with caster levels gained from other sources. This replaces the terror gained at 4th level.

Dread Terrors

The following new terrors are designed to complement the apostate but can be selected by any dread.

Alienating Fear: The dread's attack deals strain[SBA] damage equal to the dread's level. A creature is allowed a Will save (DC 10 + 1/2 the dread level + her Charisma modifier) to negate this damage (see The Cataclysm Handbook for more details on strain).

Severance: When the dread strikes a creature with an attack, she may spend a swift action to affect the target with a *dispel psionics*[UP] effect with a manifester level equal to her dread level. The dread must be at least 8th level to select this terror.

Shake Faith: When the dread strikes a creature with her devastating touch, the target must succeed at a Will save or have their casting and manifesting abilities impaired for 1 minute. While impaired in this way, the creature must attempt a concentration check whenever they cast a spell or use a power (DC 10 + the dread's level + her Charisma modifier). Failure means that they lose the spell or power.

Druid

Biomech Speaker (Druid Archetype)

Not all druids are the technology-despising archaics that many view them as. In fact, quite a few see the advances of science as powerful tools in protecting the balance of nature. Combining the advanced mechanics of biomechs with incredible magics of the natural world, biomech speakers stand as powerful and versatile enemies to all who would disrupt the balance of the globe.

Class Skills: A biomech speaker adds Knowledge (engineering) to her class skill list.

Biomech Bond: The biomech speaker gains a bonded mech*, treating her class level as her pilot level. In addition, she gains Biomech Pilot* as a bonus feat, even if she does not meet the prerequisites. This replaces nature bond and wild empathy and counts as the bonded mech class feature for the purpose of meeting prerequisites.

Adapt Mech (Su): Starting at 4th level, a biomech speaker gains the ability to alter the configuration of her biomech on the fly. Once per day, as a standard action while piloting her mech, the biomech speaker may exchange one Mech Enhancement her biomech possesses for another Mech Enhancement that she meets the prerequisites for.

At 6th level and every 2 druid levels thereafter, the biomech speaker may use this ability an additional time per day.

At 8th level, the biomech speaker can use this ability as a move action.

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At 12th level, the biomech speaker can use this ability as a swift action.

At 20th level, the biomech speaker can use this ability an unlimited number of times per day.

This replaces wild shape.

Biotech Countermeasures: Starting at 4th level, a biomech speaker gains a +4 bonus against the extraordinary, spell-like, and supernatural abilities of biomechs, constructs, and creatures created through biotech engineering (subject to GM discretion). This replaces resist nature's lure.

Eclipse[Co7S]

Void Caller (Eclipse Archetype)

Void callers, unlike their fellows, not only hear the call of darkness, but darkness hears them and comes when they call.

Darkmatter Swarm (Su): Not all nanite swarms are made of metal and silicon, or even complex clumps of proteins, the swarm that attends a void caller is made of darkness itself. At first level they gain Psicrystal Affinity[UP] as a bonus feat, even if they do not meet the prerequisites. The void caller uses their class level as their manifester level to determine the power of their psicrystal. A psicrystal gained in this way always has the nanite swarm* archetype.

Unlike a normal psicrystal, a void caller's darkmatter swarm only ever has has 1/4 its master's hit points (Psicrystal Body only grants 2 additional hit points per psionic feat), and it can be summoned as a standard action or banished as a free action. A void caller summoning their darkmatter swarm is considered to be creating an occultation. The darkmatter swarm appears adjacent to the void caller when summoned and acts immediately on the void caller's turn.

The void caller can switch their perceptions freely between themself and the darkmatter swarm on their turn as free action. They can determine their line of sight and other senses from the darkmatter swarm's location, can speak through it, and use the darkmatter swarm as the point of origin for any veil ability that they are capable of using or creating. If the darkmatter swarm is ever more than 100 feet + 10 feet per class level away from the void caller, the swarm immediately dissipates and must be summoned again as a standard action. If the nanite swarm is destroyed the void caller can summon it again as a standard action by taking a point of essence burn.

As long as the void caller does not have their darkmatter swarm summoned, their link to it pulls them slightly out of phase with the rest of the world, granting them a competence bonus on Stealth checks while in areas of dim or darker light equal to 1/2 their class level (minimum 1).

The ability replaces occultations.

Voice Like Black Velvet: At 2nd level the void caller gains the ability to capitalize on secrets that others have only ever voiced to the darkness. They add 1/2 their class level (minimum 1) to Bluff and Diplomacy checks. This ability replaces trapfinding.

Void Within (Ex): Starting at 4th level the void's caller gains the ability to utilize their darkmatter swarm within their own flesh. When the void caller's darkmatter swarm is not summoned, depending on the darkmatter swarm's purpose ability selected at 3rd level, the void caller gains an additional ability of the same name while in this state as follows. These abilities can be invested with essence to increase their effects.

Gray Goo (Su): The void caller does not provoke attacks of opportunity when performing sunder combat maneuvers. For each point of essence invested in this ability, the void caller gains a +1 insight bonus to CMB when performing sunder combat maneuvers.

Nano Triage (Su): The void caller gains fast healing 1. For each point of essence invested in this ability, the granted fast healing increases by 1.

Nano-Material Cloud (Su): The void caller gains a +1 shield bonus to AC and a +1 insight bonus on Reflex saves. For every 2 points of essence invested in this ability, these bonuses increase by +1.

Programmable Matter (Sp): The void caller gains the ability to cast *false conjuration I*[Co7S] as a spell-like ability a total number of times per day equal to their Intelligence modifier. For every point of essence invested in this ability, the DC of the void caller's illusion spells increases by +1. For every two points of essence invested in this ability, the spell-like ability improves to the next-highest-level version of *false conjuration* (II at 2 points, III at 4 points, etc.).

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Advanced Darkmatter Swarm (Su): For the purposes of the advanced occultation abilities, the void caller's darkmatter swarm counts as an eclipse's occultation. Additionally, instead of the binary darkness advanced occultation gained at 11th level, the void caller gains the following ability:

Expansive Darkness: At 11th level, whenever the void caller summons their darkmatter swarm they can choose to have it occupy a 15-foot space instead of its normal size of space.

This alters advanced occultations and replaces the advanced occultation ability gained at 11th level.

Darkmatter Armor (Su): The void caller gains the benefits of their shadow armor abilities when they do not have their darkmatter swarm summoned. Summoning their darkmatter swarm immediately ends any of their shadow armor benefits, though they resume as soon as the void caller no longer has their darkmatter swarm summoned. This alters shadow armor.

Gestalt Talents: At 6th level, 12th, and 18th level the void caller gains one gestalt talent* from the following list: Discorporate,improved override, override, nano mask, swarming armaments, or van der Waals forces. The void caller must meet the prerequisites of any gestalt talent they select, but treats their effective hivemind level as their class level -3 to fulfill prerequisites. This replaces the enigmas gained at 6th, 12th, and 18th level.

Eliciter[USoP]

Proclaimer (Eliciter Archetype)

Proclaimers use their manipulative arts to tap into grand visions of futurity, observing the great destinies their kin might reach. Either by communing with existing powers or manifesting future possibilities in the present, proclaimers draw upon grand potential to inspire awe in their fellows.

Trade Tradition: In addition, if this is the character's first level, they choose a trade tradition[SoG]. Their trade rank is adroit. If this is not the character's first level, they instead choose one trade talent from the Vocation sphere as a bonus talent. This replaces the eliciter's normal class skills but does not make the proclaimer incompatible with other archetypes that grant a trade tradition.

Blended Training: A proclaimer gains combat, magic, or skill talents (some of which are required to be utility talents) using the journeyman talent progression[SoG] (or the virtuoso talent progression[SoG], if the proclaimer replaces the persuasive class feature). A proclaimer's casting ability modifier determines his operative and practitioner modifiers. This alters magic talents. This archetype may be combined with other archetypes that replace magic talents; he cannot gain a combat talent in place of a magic talent the other archetype loses.

Weapon and Armor Proficiency: A proclaimer is only proficient with all simple weapons and light armor. In addition, if this is this character's first level in any class, they may select a martial tradition[SoM] of their choice.

Cosmic Destiny (Su): At 1st level, the proclaimer selects a cosmic destiny from which he will draw his power. Each destiny grants abilities at 1st, 4th, 7th, 10th, 13th, 16th, and 19th levels. If a cosmic destiny ability allows for a saving throw, the DC is 10 + 1/2 the proclaimer's class level + his casting ability score modifier. The bonus to DC from the eliciter's persuasive class feature is added to this DC.

At 1st level, the proclaimer gains a pool of resolve equal to 1/2 his proclaimer level (minimum 1) + his casting ability modifier. These resolve points are used to fuel his cosmic destiny abilities.

This replaces hypnotism.

Enlightenment (Su): At 20th level, the proclaimer achieves enlightenment, becoming a living incarnation of his connection to the Logi. He no longer ages, nor does he die of old age. Once per day as a move action, he can enter a state of total communion with a higher force that lasts for 1 minute. During this time, he gains a +4 insight bonus on attack rolls, magic skill checks, saving throws, and skill checks. During this state, he gains 20 temporary resolve points that he can use only on connection powers. Any unspent temporary resolve points disappear at the end of this minute. This replaces domination.

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Cosmic Destinies

Devastation Destiny

The risk of self-destruction weighs heavily upon every civilization, and the proclaimer's role is to better understand, prevent, or perhaps facilitate such ruin.

Share Pain (Su): Whenever a foe deals damage to the proclaimer, he can spend 1 resolve point as an immediate action to shift some of the pain back onto that foe. Unless the foe succeeds at a Will save, the damage he takes from the attack is reduced by his proclaimer level (to a maximum of the attack's damage), and the foe takes an equal amount of damage to the amount he negated. This is a pain effect.

Whispers of the World (Su): At 4th level, the proclaimer's connection to ruin allows him to tap into the fears of those around you. He gains thoughtsense[OB] out to 30 feet, functioning as per the Advanced Alternate Divinations (thoughtsense) advanced Divination talent. The range of this thoughtsense improves by 10 feet for every 2 proclaimer levels he possesses, to a maximum of 120 feet at 20th level.

Agonizing Devastation (Su): At 7th level, he may spend a resolve point as part of making an attack or using a sphere effect. The first instance of damage dealt by the attack or effect to a single creature increases by 2d6 points of damage, although he also takes 1d6 points of damage that cannot be delayed, reduced, or redirected. At 10th level and every 3 levels thereafter, the damage dealt to the target increases by 1d6, to a maximum of 6d6 at 19th level. The damage dealt to himself increases by 1d6 at 13th level and every 6 levels thereafter, to a maximum of 3d6 at 19th level.

Overwhelming Woe (Su): At 10th level, whenever the proclaimer a creature with an attack or whenever it fails a saving throw against one of his sphere abilities, he may spend a resolve point as an immediate action to cause it to become flat-footed, become battered, or to take a -2 penalty on saving throws. Each of these effects lasts one round.

Mindsight (Su): At 13th level, the fears and anxieties of others form a map of the proclaimer's world. Any creature he can perceive with his thoughtsense may be targeted with his other abilities as if he had line of sight to them.

Unknowable Doom (Ex): At 16th level, the proclaimer's machinations are continually clouded. He is invisible to divination magic, per the Unplottable[USoP] advanced Protection sphere talent.

Destiny Deferred (Su): At 19th level, whenever another creature the proclaimer detects with his thoughtsense would succeed at an attack roll, saving throw, or skill check, he may spend a resolve point as an immediate action to force the creature to roll twice and take the lower result.

Equilibrium Destiny

The proclaimer seeks to avert destruction by pursuing stability, recreating his people and himself to allow their survival into perpetuity.

Channel Energy (Su): The proclaimer may summon waves of negative or positive energy that affect nearby creatures. This is identical to the cleric class feature and allows him to qualify for all channeling feats. Rather than having a specific number of times per day he may use channel energy, he uses this ability by spending a resolve point and it is limited only by how many resolve points he possesses. Abilities that would require him to spend multiple uses of channel energy instead cause him to spend the corresponding number of resolve points. The proclaimer must choose at 1st level whether to channel positive or negative energy, after which this decision may not be changed. His choice to channel positive or negative energy is not connected to his alignment.

Group Sustainability (Su): Starting at 4th level, as a swift action, the proclaimer can choose an ally within close range and transfer their wounds to himself, dealing an amount of damage up to his proclaimer level to himself and healing the ally's hit points an equal amount. This does not require any action from the ally. He cannot prevent or reduce the damage he takes from this source.

Inured against Weakness (Ex): At 7th level, the proclaimer becomes immune to fatigue and exhaustion.

Pooled Endurance (Su): At 10th level, the proclaimer may spend a resolve point to transfer hit points as per group sustainability as an immediate action. When transferring hit points with either ability, he may transfer hit points to himself from willing allies within close range.

Immaculate Form (Ex): At 13th level, the proclaimer no longer needs to eat or breathe and is immune to disease, poison, and adverse effects from the vacuum of space.

Bastion of Restoration (Su): At 16th level, the proclaimer may channel both positive and negative energy, choosing which type whenever he uses the ability. Objects and creatures such as constructs which are not normally repaired by channeled energy are healed by his channeled energy whenever he uses it to heal. In addition, any healing he gives which exceeds the maximum hit points of the target is granted as temporary hit points which last for 1 minute per proclaimer level. These temporary hit points cannot exceed twice his proclaimer level.

Unending (Ex): At 19th level, the proclaimer is immune to death effects and negative levels. If he would normally die from damage or be reduced to 0 or fewer hit points, as long as he has at least 1 resolve point remaining, he can immediately spend all of his remaining resolve points to instead stay alive. If his hit points would have been reduced to 0, he now has 1 hit point instead. Once he uses this ability, he cannot regain resolve points again until he rests for 8 hours, even if he has another means to do so.

Harmonization Destiny

The proclaimer's ambition is to enlighten those around him to a greater cosmic truth, allowing them to truly become one with the will of the universe.

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Lore of the Infinite (Su): As a standard action starting at 1st level, the proclaimer may spend a resolve point to grant himself the benefit of any one magic talent, combat talent, or skill talent he does not possess. This effect lasts for 1 minute. He must possess that talent's base sphere (if you are not selecting a base sphere) and meet any prerequisites. Multiple uses of this ability do not stack. If he uses this ability again before the previous duration has expired, it replaces the previous use.

Cosmic Insight (Su): At 4th level, the proclaimer can spend 1 resolve point as part of attempting a skill check to attempt the skill check as if he had ranks in that skill equal to his proclaimer level. This counts as being trained in the skill for the purpose of the skill check.

One Mind (Su): At 7th level, the proclaimer gains telepathy out to medium range and may communicate both ways through it.

Glimpse of Eternity (Su): At 10th level, the proclaimer may spend 2 resolve points to gain the benefits of two talents as a move action or one talent as a swift action when using lore of the infinite. The proclaimer may use one of these talents to meet a prerequisite of the second talent; doing so means that he cannot replace a talent currently fulfilling another's prerequisite without also replacing those talents that require it.

Renewal of Mind (Su): At 13th level, the proclaimer gains a bonus magic, combat, or skill talent. Whenever he rests to regain spell points, he may exchange this talent for a different talent that he meets the prerequisites for.

Secrets Unveiled (Su): At 16th level, the proclaimer gains spiritsense out to medium range and touchsight out to close range, functioning as per the Advanced Alternate Divinations[SoO] advanced Divination talent.

Open the Gates (Su): At 19th level, the proclaimer may gain the benefit of one talent as an immediate action or up to three talents as a swift action. Each individual talent selected requires the expenditure of a resolve point.

Idealization Destiny

The proclaimer forges a path towards legendary triumph, the feats of his kind being immortalized in stories across existence.

Legendary Inspiration (Su): At 1st level, whenever the proclaimer makes an attack roll, ability check, skill check, or saving throw, he may spend a resolve point as part of the action to add 1d6 to the roll result as an insight bonus. This die increases to 1d8 at 6th level, 1d10 at 12th level, and 1d12 at 18th level.

Heroic Stand (Su): At 4th level, whenever the proclaimer would be reduced to 0 or fewer hit points, he does not gain the dying condition or dead condition for 1 round or until he takes damage from another source, whichever comes first.

Second Chance (Su): Starting at 7th level, the proclaimer may spend a resolve point as an immediate action to reroll any die roll which could be improved by legendary inspiration. He must take the second result even if it is lower.

Triumph Through Adversity (Su): At 10th level, the proclaimer exudes an aura out to close range that allows others to share in his success. Whenever a roll altered by his legendary inspiration or second chance abilities is successful, allies within his aura gain a +2 morale bonus on all rolls of that type for 1 round.

Coordinated Inspiration (Su): Starting at 13th level, the proclaimer may use your second chance and legendary inspiration abilities on any of his allies within close range of him as a free action he can take even outside his turn. Doing so increases the resolve point cost of either ability by 1.

Excellence Manifested (Su): Starting at 16th level, when the proclaimer uses legendary inspiration, he may spend 2 additional resolve points to treat the legendary inspiration die as having rolled the maximum possible result.

Legendary Arena (Su): At 19th level, the proclaimer can spend 2 resolve points to create a swirling cloud of shades within close range of himself. The cloud lasts up to 1 round per proclaimer level he has. He and creatures in the effect's area slip into an identical battlefield on the Ethereal Plane. He and other creatures in the effect cannot leave the area while it lasts. Each round, the shadows deal 5d6 points of damage to creatures hostile to him in the area. A target can attempt a Fortitude save to halve this damage.

In addition, each time a creature takes damage, it can attempt a Will saving throw to disbelieve the shadowy illusion and take only half damage from it for the remainder of the effects duration. A creature that succeeds at both saves takes no damage that round. He can dismiss the effect as a move action. When the effect ends, any creatures it transported to the Ethereal Plane return to their previous locations on their previous plane.

Oblivion Destiny

The proclaimer has committed himself to the erasure of what is, condemning his targets not only to devastation but to absolute nothingness.

Negation (Su): At 1st level, whenever the proclaimer is targeted by an attack or a magic effect, he may attempt to negate it as an immediate action by spending a resolve point. In the case of any attack, he makes an attack roll using one weapon he is wielding, causing the attack to not affect him if his attack roll exceeds that of his attacker. In the case of a magic effect, he attempts a magic skill check against the MSD of the effect. On a success, the magic effect is negated against him (other targets are affected as normal).

All-Consuming Force (Su): At 4th level, the proclaimer may spend a resolve point as part of making an attack or

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using a magic effect. If the attack hits or the target fails their saving throw against the effect, all damage reduction (excluding DR/epic) and energy resistance the target possesses is reduced by twice his proclaimer level against the attack.

The Abyss Gazes Also (Su): Starting at 7th level, whenever a foe succeeds at a save against one of the proclaimer's magic effects or he misses them with an attack, he may spend a resolve point as an immediate action to have all such foes that avoided the effect in this way take 1 point of damage for each proclaimer level he has.

Total Negation (Su): At 10th level, whenever the proclaimer uses his negation ability, he may spend an additional resolve point. If he does, the effects of the attack or magic effect are negated on all targets of the effect rather than just him.

Fade into Nothingness (Su): At 13th level, the proclaimer can use Stealth to hide, even while being directly observed and with no place to hide. If he is hidden or invisible, other creatures cannot use blindsense, blindsight, or similar effects or senses to locate him but gain a +10 bonus on Perception checks to spot him. In addition, if he is benefiting from this feature and makes noise that could reveal him, including speaking, creatures become aware of his presence but not his specific location.

Numbing Stillness (Su): At 16th level, whenever the proclaimer affects a creature with a sphere effect or attack, he may spend a resolve point force that creature to attempt a Fortitude save. On a failed saving throw, the creature becomes staggered for a number of rounds equal to his casting ability modifier.

Embrace of Emptiness (Su): At 19th level, the proclaimer's every action saps the energies of his foes. Whenever a creature fails a saving throw against one of his abilities or takes damage from one of his attacks, they lose a single spell point, a number of power points equal to their level, a use of a single limited-use spell-like or psi-like ability, or a single spell slot or prepared spell of the highest level that they could cast. If he reduces a creature to 0 hit points or less, the creature has all of these resources drained to emptiness and is considered dead. Creatures he kills cannot be raised or resurrected by any means, their bodies and souls being completely destroyed.

Transcendence Destiny

The proclaimer pursues new avenues of magic, technology, and philosophy in his mission to beat the endless cycle of destruction and transform into something that climbs above ruin.

Tread Amongst Stars (Ex): Starting at 1st level, the proclaimer is immune to the harmful environmental effects of outer space and vacuum. He also gains a fly speed of 20 feet while in space and does not need to eat, drink, or breathe.

Reactive Resistance (Su): Starting at 4th level, whenever the proclaimer takes damage from an effect, he may spend a resolve point as an immediate action to gain DR/- or energy resistance against that type of damage for 1 round. This damage reduction or energy resistance is equal to his proclaimer level.

Out of Phase (Su): At 7th level, the proclaimer's discoveries have enabled him to slip beyond the limitations of what others consider real. His natural reach increases by 5 feet, and he may spend a resolve point to gain concealment for a number of rounds equal to his proclaimer level. At 12th level, the reach increase improves to 10 feet and the partial concealment improves to total concealment. Both forms of concealment can be ignored by true seeing or similar effects. Unlike actual total concealment, this effect does not prevent enemies from targeting him normally.

Reclamation (Su): At 10th level, the proclaimer may spend a resolve point as an immediate action whenever a creature takes damage from one of his attacks or sphere effects. He is healed a number of hit points equal to half the damage dealt to the creature by the effect. He may allocate some or all of this healing to his allies within 30 feet rather than gaining the benefit himself.

Unbound (Su): At 13th level, the proclaimer gains a fly speed of 60 feet. In addition, he gets the *fortification* monster ability with a 5% chance per proclaimer level to treat a critical hit or sneak attack as a normal hit.

Instant Adaptation (Su): Starting at 16th level, by spending a resolve point as a full-round action, the proclaimer can send changes to his body rippling through one of his systems. He gains either a +4 bonus to a single ability score of his choice or a +2 bonus to 2 ability scores of his choice until the next time he uses this ability.

Renewal of Form (Su): Starting at 19th level, whenever the proclaimer rests to regain spell points, he is cleansed of all poisons and diseases, is restored to full hit points, and heals all ability damage, drain, and other conditions. In addition, he may treat himself as any creature type for the purpose of determining whether he is affected by a spell or ability.

Thesis Destiny

The proclaimer's actions bring about the universality of a certain vice or virtue, unifying many under a shared morality.

Surging Smite (Su): As a swift action, the proclaimer may spend a resolve point and choose one target within sight to smite. If this target's alignment is opposed to him (for example, if it is evil while he is good or lawful while he is

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chaotic), he adds his proclaimer level to all damage rolls made against the target of his smite this turn. Regardless of the target, smite attacks automatically bypass any damage resistance or resistance the creature might possess. If he spends 2 resolve points, he may add smite damage to attacks against a creature regardless of its alignment.

Alignment Sense (Su): At 4th level, the proclaimer constantly *divines* for alignment as per the alternate divination. This does not cost spell points or require concentration.

Sacrosanct Form (Su): At 7th level, the proclaimer gains damage reduction equal to 1/2 his proclaimer level. This damage is bypassed by attacks of an opposite alignment to him (for example, if he is lawful good, it would be bypassed by chaotic attacks and evil attacks).

Force of Resolution (Su): At 10th level, the proclaimer's attacks and sphere effects are treated to be of his alignment for the purpose of overcoming damage reduction (for example, if he is lawful good, his attacks bypass DR/lawful and DR/good).

Purifying Mission (Su): At 13th level, the proclaimer may spend additional resolve points when using surging smite to grant its benefits to one ally within close range (25 feet + 5 feet per 2 levels) of him for every additional resolve point spent. Allies affected in this way are treated as being his alignment for the purpose of determining how his smite is resolved.

Planar Aura (Su): At 16th level, the proclaimer exudes a powerful aura which weakens those who oppose his moral imperatives. All creatures which do not share his alignment take a -1 penalty on all d20 rolls while within close range of him. If the creature's alignment is at least two steps away from his own, this penalty increases to -2. He may exempt any number of creatures from this effect.

Planar Being (Ex): At 19th level, the proclaimer's form becomes intertwined with his moral imperatives. His type changes to outsider with subtypes corresponding to his alignment, although this change does not alter his ability scores, hit points, saving throws, skill points, class skills, or proficiencies. The proclaimer selects a single plane to be his home plane for the purpose of effects that banish him, which may be the material plane. He gains immunity to one energy type of his choice, resistance to two other energy types of his choice equal to his proclaimer level, and immunity to one of the following types of effects: compulsion effects, death effects, disease, fear effects, or poison.

Fey Adept[USoP]

Inspired Inventor (Fey Adept Archetype)

The process of invention does not always stem from research or understanding. Sometimes, strange flashes of inspiration, guided by alien forces of genius, are responsible for technological wonders. Inspired inventors are mages and technicians who have been touched by some incomprehensible spark of lore, allowing them to temporarily construct equipment which even they do not know how to fully operate.

Class Skills: An inspired inventor gains Knowledge (engineering) as a class skill and loses Knowledge (nature) as a class skill.

Proficiencies: An inspired inventor is proficient with simple weapons. In addition, if this is this character's first level in any class, they may select a martial tradition[SoM] of their choice. This alters weapon and armor proficiencies.

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Blended Training: An inspired inventor gains a combat or magic talent every time he gains a class level. Inspired inventors use their casting ability modifier as their practitioner modifier.

Technical Inspiration (Ex): An inspired inventor gains the Tinker[UEn] sphere as a bonus sphere at 1st level. The inspired inventor can create temporary gizmos by shaping shadowstuff. If the inspired inventor creates a figment of a gizmo that he knows how to create, as a free action he may spend 1 shadow point to allow it to work as a functional gizmo for the illusion's duration, as if he had constructed it on the spot.

A figment needs to have all the senses needed to operate the gizmo, and senses it does not have do not function (for example a figment without the Illusionary Sound talent made into a communicator would be unable to produce sound). The illusionary gizmo does not count towards the inspired inventor's maximum number of gizmos. Once the illusion is over, the gizmo vanishes. A second use of this ability immediately ends the duration of the previous use. The inspired inventor may not create *mechanoids* or AI this way.

Gizmos created this way are still illusions woven with shadow magic, and have the shadow magic descriptor applied. Creatures may attempt Will saves to disbelieve the gizmo's effects, and such illusory gizmos have 1/5th their normal hit points and a hardness of 0.

This replaces master illusionist.

Unknown Energetics (Su): At 1st level, the inspired inventor may spend a shadow point in place of a battery use for any gizmo that he may activate. This replaces shadowmark.

Miraculous Builder (Ex): At 4th level and every 4 levels thereafter, when using technical inspiration, the inspired inventor may have an additional gizmo created at a time. If the inspired inventor has the Complex Illusion talent, he may create multiple gizmos as part of the same action, spending a shadow point for each. This replaces truesight.

Inspired Construction (Su): At 6th level, when using the technical inspiration ability, the inspired inventor may treat himself as having one Tinker sphere (gizmo) talent he does not possess for the purpose of determining what gizmos he can create or how created gizmos function. In addition, the inspired inventor may install any created gadgets onto equipment or willing creatures as part of the action to create them.

At 12th level, the inspired inventor may emulate up to two (gizmo) talents with a single use of technical inspiration and may emulate three at a time at 18th level.

This replaces create reality.

Manifold Technologies (Su): At 10th level and 14th level, the inspired inventor gains a single item creation feat for which he meets the prerequisites for. This ability replaces hide in plain sight and see in darkness.

Of My Own Invention (Su): At 20th level, the inspired inventor's type changes to construct, except that he retains his Constitution score, does not receive bonus hit points for his size, retains his ability to heal damage on his own, is not immediately destroyed at 0 hit points, can be raised or resurrected normally, and is affected by magical healing effects normally. The inspired inventor does not recalculate Hit Dice, base attack bonus, or saving throws. This replaces feytouched.

Fighter

Road Warrior (Fighter Archetype)

Whether serving as bodyguards in a dystopian future, patrolling the streets of a civilized society, or serving as the leader of a hard-bitten gang of bikers, road warriors combine martial prowess with the mobility of advanced technological vehicles.

Weapon and Armor Proficiency: The road warrior gains proficiency in dire flails and spiked chains but is not proficient with heavy armor or tower shields.

Mechanical Expert (Ex): A road warrior gains 2 bonus skill points per level that must be spent on Craft (mechanical) and Knowledge (engineering).

Bonded Mech (Ex): The road warrior gains a bonded mech*, treating his class level as his pilot level.

This ability replaces the bonus feats normally gained at 1st, 4th, 8th, 12th, and 16th levels.

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Full-Throttle Combatant (Ex): Starting at 2nd level, the road warrior gains a +1 bonus on Will saves against fear and to Acrobatics checks attempted while driving. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces, but otherwise counts as, the fighter's bravery class feature.

Moving Target (Ex): At 7th level, whenever the road warrior is driving his mech and moves at least 30 feet in a round, both he and his mech gain a +2 dodge bonus to AC until the start of his next turn. If the road warrior's mech has the nitroboost Mech Enhancement and he activates it before or during his movement, he instead gains a +4 dodge bonus to AC from this ability. The road warrior never gains the ability to move at his normal speed while wearing heavy armor from the armor training class feature.

Hedgewitch[USoP]

Hedgewitch Path: Technomancer

Technomancers supplement unusual technologies with magic and ritual, restoring function and pattern where mechanical knowledge is sparse.

Class Skills: Disable Device (Dex), Disguise (Cha), Knowledge (engineering) (Int)

Path Benefits: The technomancer gains either the Technomancy* sphere or the Tinker[UEn] sphere as a bonus talent.

Path Power: The technomancer can channel either positive or negative energy as a cleric (chosen when she uses this ability) a number of times per day equal to 3 + her casting ability modifier. When a technomancer channels energy to heal or harm living creatures, she instead heals or harms constructs with the clockwork[B6] or robot[B6] subtypes. Constructs without those subtypes are also affected, but gain only half the normal amount of healing or take only half the normal amount of damage, as appropriate.

The technomancer can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against this channeled energy is equal to 10 + 1/2 the technomancer's level + her casting ability modifier.

Path Secrets

Applied Learning (Ex): When a technomancer succeeds at a saving throw against a technological effect that has reduced effects on a successful save, she instead avoids the effect entirely. A helpless or flat-footed technomancer does not benefit from this ability.

Enforce Reliability (Su): As a free action, the technomancer may spend a spell point to prevent a piece of technological equipment they are holding from glitching* for 1 round.

Recondition (Su): Through constant maintenance, a technomancer can keep a single piece of still-functioning timeworn[TG] technology in good working order. Reconditioning a timeworn technological item takes 8 hours, after which the item no longer has a chance of glitching when used by the technomancer and can be recharged normally by the technomancer but no one else. Keeping the item working requires 1 hour of maintenance each day, or the item reverts to a normal piece of timeworn technology and must be reconditioned again. At 4th level and every 3 levels thereafter, a technomancer can keep an additional item in good working order, without increasing her daily maintenance time.

Study Technology (Ex): A technomancer can study a construct, technological object, or technological trap within 30 feet as a move action and attempt a Knowledge (engineering) check to identify it. If she succeeds, she gains a +1 competence bonus on attack rolls, combat maneuver checks, saving throws, and skill checks involving the studied creature, object, or trap, as well as a dodge bonus of the same amount against attacks from the subject of her study. This bonus lasts a number of rounds equal to her casting ability modifier (minimum 1) and increases by 1 at 5th level and every 4 hedgewitch levels thereafter. If the technomancer studies a new subject, she loses her bonus against the previous subject.

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Path Grand Secrets

Glitch Mastery (Su): Whenever a technomancer triggers a glitch when using a timeworn technological item, she rolls twice and can choose which of the two glitch effects actually occurs. A technomancer always adds her level to rolls to determine what kind of glitch occurs, and treats rolls of over 100 as 100.

Unified Energy (Su): As part of using an ability that would require the expenditure of spell points, the technomancer may substitute charges from a technological item she is holding for spell points at a rate of 5 charges per spell point.

Path Mastery

As a full-round action, the technomancer may activate a piece of technological equipment[TG] which could normally be activated as a standard action, and use a magic sphere effect which could be used as a standard action or shorter as part of the same action.

Helmsman*

Fleet Commander (Helmsman Archetype)

In the largest battles, one ship is not always enough to turn the tide in battle. Hence, some ambitious helmsmen augment and command entire fleets of ships, amplifying the strength of their force all across their realm.

Command Net (Su): At 5th level, the fleet commander gains Remote Piloting* as a bonus feat. In addition, the squad leader gains the ability to invest essence into unpiloted mechs within close range (25 feet + 5 feet per 2 levels).

The fleet commander can command any unpiloted mech with essence invested in it using Remote Piloting, utilize hypercharges through the mech, shape veils and binds around the mech using veiled vessel, and improve the mech's abilities through akashic armaments as if the unpiloted mech were his bonded mech, even investing the essence invested in the unpiloted mech to fuel any veils or akashic armaments granted to the mech. The fleet commander cannot command a mech whose Hit Dice are greater than his class level -5 with this ability except for his bonded mech. A mech with essence invested in it is always considered to be within range of the Remote Piloting feat.

At 7th level, the fleet commander may suffer 1 point of essence burn to reduce the action cost required to remotely pilot a mech by one step (full-round > standard > move > swift > free), though he can never reduce the action cost required to utilize an immediate action. This would allow a fleet commander to, for example, suffer one point of essence burn and spend a standard action to command an unpiloted mech with invested essence to charge (normally a full-round action).

At 11th level and every four levels thereafter, the squad leader gains Remote Legion* as a bonus feat.

This replaces lifebound vessel and push the limits.

Akashic Armada (Su): Starting at 11th level, when the fleet commander shapes a veil over a remotely piloted mech using the veiled vessel class feature, the fleet commander may shape that same veil over any number of other unpiloted mechs the fleet commander has invested essence in. These replicated veils do not count towards the maximum number of veils the fleet commander may have shaped at a time. If one of these veils is bound to a specific slot, all replicated instances of that veil also gain the benefit of the bind. This replaces the hypercharge gained at 11th level.

Peerless Admiral (Ex): At 20th level, mechs controlled by the fleet commander through the Remote Legion feat do not suffer any penalties to d20 rolls for being commanded alongside other mechs. In addition, the fleet commander may command different mechs to take distinct and separate actions from each other so long as the total value of each action is worth the same amount of actions (for example, two vessels could charge while another makes a full attack). This replaces the peerless strategist class feature.

Inspiring Captain (Helmsman Archetype)

In the traversal of vast expanses, it is common for helmsmen to rely heavily upon the loyalty of their crew. The captain of a ship must not only be skilled at his craft but also adept at rallying and unifying his followers. Inspiring captains commonly use powerful motivational techniques to achieve victory in battle, channeling their willpower into akashic manifestations as well as their allies to achieve victory.

Grandiose Veilweaver: An inspiring captain uses his Charisma modifier in place of his Intelligence modifier to determine the effects of his helmsman class features (including veilweaving).

Rallying Song (Su): At 1st level, the inspiring captain gains the ability to use his words or songs to motivate his followers. As a standard action, the inspiring captain can begin using rallying song; starting at 7th level, he may start it as a move action, and as a swift action at 13th level. He can use this ability a number of rounds per day equal to 4 + his Charisma modifier at 1st level, plus 1 additional round per day for each level beyond 1st.

At 1st level, the inspiring captain can use this ability to duplicate the effect of the countersong, distraction, or inspire courage bardic performance of a bard of the inspiring captain's helmsman level.

At 3rd level, he can choose to duplicate the effects of inspire competence.

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At 9th level, he can choose to duplicate the effects of inspire greatness.

At 15th level, he can choose to duplicate the effects of inspire heroics. These abilities work on companion vehicles, even though such entities do not have an intelligence score.

This ability counts as bardic performance for the purpose of meeting prerequisites. This ability replaces the hypercharges gained at 1st, 3rd, 9th, and 15th level.

Shipwright Balladeer: Starting at 5th level, the inspiring captain gains the ability to select a bardic masterpiece[UM] in place of a hypercharge. The inspiring captain must have the sufficient skill ranks to select the masterpiece, and expends rounds of rallying song in place of bardic performance.

Themistoclien (Helmsman Archetype)

Even the most powerful vessel must be wielded by a properly skilled individual to be effective in battle. This philosophy is what guides a sect of helmsmen who call themselves themistocliens, studying and perfecting the art of war so as to triumph over rival contenders.

Maneuvers: A themistoclien begins his career with knowledge of three martial maneuvers. The disciplines available to him are Golden Lion[PoW], Piercing Thunder[PoWE], Radiant Dawn[DPR], and Solar Wind[PoW]. Once he knows a maneuver, he must ready it before he can use it (see maneuvers readied). A maneuver usable by a themistoclien is considered an extraordinary ability unless otherwise noted in its description. His maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one. He learns additional maneuvers at higher levels, as shown on Table: Archetype Maneuver Progression[PoWE]. The themistoclien must meet a maneuver's prerequisite to learn it.

Upon reaching 4th level, and at every even numbered themistoclien level after that, he can choose to learn a new maneuver in place of one he already knows. In effect, the themistoclien loses the old maneuver in exchange for the new one. The themistoclien need not replace the old maneuver with a maneuver of the same level. He can choose a new maneuver of any level he likes, as long as he observes his restriction on the highest-level maneuvers he knows. The themistoclien can swap only a single maneuver at any given level.

A themistoclien's primary initiator attribute is Intelligence, and each themistoclien level is counted as a full initiator level.

This ability replaces the hypercharges gained at 1st, 5th, 9th, 13th, and 17th levels.

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Maneuvers Readied: A themistoclien can ready all three of his three starting maneuvers, but as he advances in level and learns more maneuvers, he must choose which maneuvers to ready. He readies his maneuvers by meditating for 10 minutes. The maneuvers he chooses remain readied until he decides to repeat this again and change them. Themistocliens do not need to sleep or be well rested to ready their maneuvers; any time he spends 10 minutes in meditation, he can change his readied maneuvers. He begins an encounter with all readied maneuvers unexpended, regardless of how many times he may have already used them since he chose them. When the themistoclien initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (until they are recovered, see below).

Themistocliens may recover their maneuvers in one of two ways. The themistoclien may concentrate to recover an expended maneuver as a standard action and recover one maneuver. Alternately, he may focus power within himself as a full-round action to recover a number of expended maneuvers equal to his themistoclien initiation modifier (minimum 2), in the process gaining a number of boost points equal to his Intelligence modifier (minimum 1).

Stances: Themistocliens begin play with knowledge of one 1st level stance from any discipline open to them. At the indicated levels (see Table: Archetype Maneuver Progression[PoWE]), the themistoclien selects an additional new stance. Unlike maneuvers, stances are not expended and he does not have to ready them. All the stances he knows are available to him and he can change the stance he is currently using as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuvers, the themistoclien cannot learn a new stance at higher levels in place of one he already knows.

Diminished Essence: A themistoclien's base essence pool from his helmsman levels is equal to 1/2 his class level (minimum 1) rather than his class level. This alters essence pool.

Initiator's Vessel: Whenever the themistoclien initiates a boost or assumes a stance, he may choose to have his bonded mech gain the benefits rather than himself. In addition, when the helmsman initiates a martial maneuver, he may have his bonded mech perform the maneuver rather than himself. This alters bonded mech.

Amplified Operation (Su): Starting at 7th level, whenever the themistoclien initiates a boost, he may use a single hypercharge which requires a swift action as part of the same action.

At 11th level, whenever the themistoclien enters a stance, he may use a single hypercharge which requires a swift action as part of the same action.

At 15th level, whenever the themistoclien initiates a counter, he may use a single hypercharge which requires an immediate action as part of the same action.

At 19th level, whenever themistoclien uses a hypercharge as part of the same action to use a boost or counter or enter a stance, the boost point cost of the hypercharge is reduced by 2.

This replaces push the limits.

Highlord[PAH]

Didact (Highlord Archetype)

In a universe where even gods can be questioned and the forces that dictate mortality can be challenged or even defeated, there exist philosophers who seek moral and ethical meaning beyond what is informed by powerful beings. Didacts harness supernatural energies to build a cult of followers dedicated to distinct moral imperatives.

Trade Tradition: In addition, if this is the character's first level, they choose a trade tradition[SoG]. Their trade rank is adroit. If this is not the character's first level, they instead choose one trade talent from the Vocation sphere as a bonus talent. This replaces the highlord's normal class skills.

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Weapon and Armor Proficiencies: Didacts are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition[SoM] of their choice. This alters weapon and armor proficiencies.

Casting: The didact may combine spheres and talents to create magical effects. The didact is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition[USoP] the first time they gain the casting class feature.) This replaces talents, powers and power points.

Spell Pool: A didact gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A didact gains a combat, magic, or skill talent (some of which are required to be utility talents) using the journeyman talent progression[SoG] (or the virtuoso talent progression[SoG], if the didact replaces the bonus feats class features). A didact uses his casting ability modifier as his practitioner modifier.

Flexible Rule: The DCs and effects of all of the didact's class abilities and the Unwilling Participant[UP] feat are based on the didact's casting ability modifier rather than Charisma.

Martial Command: The didact gains Sage's Focus* as a bonus feat at 1st level. This replaces open heart.

Guidance (Su): At 1st level, the overflowing convictions of the didact spread to members of their network, allowing them to channel power through them. Whenever the didact or a member of their collective makes an attack action or creates a magical effect as a standard action, the didact may apply a guidance to a member of their collective. The didact may only apply a single guidance per round in this way. Guidances are as follows.

Awe: A target takes a -2 penalty to AC for one round.

Cooperation: A target gains a +4 morale bonus on the next skill check they attempt.

Doubt: A target takes a -2 penalty to saving throws for one round.

Opening: A target can make an attack of opportunity against another member of his collective within their reach.

Resolution: A target gains temporary hit points equal to his didact level. These temporary hit points last for 1 round.

Unity: The attack or sphere effect may use the location of any other collective member as their effective location for the purpose of determining eligible targets. This cannot be used to change the target of personal effects.

At 3rd level, the didact may apply a second guidance in a round and may even apply them both to the same target. They may not apply the same guidance multiple times to the same target. This improves by an additional guidance at 6th level and every 3 levels thereafter.

This ability replaces tenet power and gift of power.

Didact's Tribute: When using the tribute class feature, the didact can also designate magic sphere effects as well as magic talents and combat talents from among those belonging or affecting willing members of his collective as tribute. This alters tribute.

Lifeblood Arcana (Su): At 6th level, a didact can siphon mental energy from the members of his collective. Whenever the didact creates a magic sphere effect, he may also designate another member of his collective to drain energy from. That member of the collective takes 2 points of damage plus an additional point of damage for every 2 levels the didact possesses and becomes staggered until the didact's next turn.

If the didact spent 2 or more spell points on the effect, he regains half the total spell points spent on the effect. The target can resist the staggering effect and deny the didact the regained spell points by succeeding at a Fortitude save (DC 10 + 1/2 the didact's caster level + his casting ability modifier). This ability can only be used once per round, even if the didact creates multiple sphere effects during that round.

This ability replaces lifeblood siphon but counts as lifeblood siphon for all purposes.

Reprieve from Eternity (Su): At 20th level, the didact's teachings have achieved a level of spiritual resonance so as to preserve their adherents within the didact's collective. When a member of his collective dies, the creature's soul merges with the collective for up to one day per didact level. During this time, the merged soul can be affected by the Resuscitate Life sphere talent and similar abilities as if the creature died within 1 round, without need for the creature's corpse. The creature does not count towards the maximum number of creatures in the collective while merged.

If the didact dies, the creature's soul departs, killing it. In addition, members of the didact's collective become immune to fear, charm, and compulsion effects if the didact chooses them to be (he may select individual creatures to be affected or unaffected partially or completely).

This ability replaces supremacy.

Modified Decrees

Several of the didact's decrees should be altered to accommodate their altered power source.

Devour the Weak and **Die for Me:** Rather than power points, the didact gains one temporary spell point plus an additional temporary spell point for every 4 Hit Dice the target possesses. These temporary spell points last for a number of rounds equal to his casting ability modifier.

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Hivemind*

Incarnate Swarm (Hivemind Archetype)

Most hiveminds live in a symbiotic relationship with their nanite swarms. With swarm and hivemind both being greater together than they would be separate. An incarnate swarm is, unsurprisingly, a nanite swarm that has for whatever reason decided to spend part of its existence in the shape of a humanoid lifeform.

Swarm Within (Ex): For the purposes of gestalt talents or other abilities that require a hivemind to be adjacent to or sharing a space with their nanite swarm, an incarnate swarm is always considered to be sharing a space with its nanite swarm. Additionally, for the purposes of abilities that are based on proximity to a nanite swarm (e.g. the shell gestalt talent), the incarnate swarm is treated as being their own nanite swarm.

Nanite Surge (Ex): An incarnate swarm appears to be a singular creature but is composed of many distinct independent and interconnected units which can be briefly unified for immense surges of proficiency. Once per day as an immediate action, an incarnate swarm can cause their nanites to surge, granting a bonus equal to 3 + the incarnate swarm's class level on any one d20 roll.

At 5th level and every 4 levels thereafter, the incarnate swarm gains an additional use of nanite surge per day.

This ability replaces nanite swarm and counts as the android's nanite surge racial trait for the purpose of meeting prerequisites.

Overwhelm Technology (Su): At 2nd level, the incarnate swarm gains the Nanite Disruption[PotS] feat as a bonus feat using their veil DC in place of the feat's normal DC. In place of spending a use of nanite surge, the incarnate swarm may suffer a point of essence burn to use this feat or any other feat which requires spending a use of nanite surge.

The incarnate swarm may invest essence into the Nanite Disruption feat. For each point of essence invested in this feat, its DC increases by +1 and the duration of its penalty increases by one round.

At 18th level, if a creature fails its saving throw against Nanite Disruption, the incarnate swarm can cause that creature to gain the confused condition for the feat's duration instead of the normal penalty to their next d20 roll.

This replaces item replication and advanced item replication.

Swarm Metabolism: At 3rd level the incarnate swarm begins to manifest the abilities that are innate to the swarm that makes up their body. They constantly gain the effects of the swarm cladding ability and select a purpose ability for the purposes of determining the benefits they gain from the swarm cladding ability and fulfilling the prerequisites of gestalt talents. Once this choice is made it cannot be changed. Instead of gaining the natural armor bonus normally granted by the swarm cladding ability, an incarnate swarm gains a +1 enhancement bonus to natural armor for every 3 hivemind levels they possess.

The incarnate swarm also gains additional benefits from swam cladding, depending on their selection as indicated below:

Gray Goo: At 6th level and every 6 levels thereafter, the base damage of the natural weapon from gray goo increases by 1d4. At 10th level, the incarnate swarm's reach with this natural weapon increases by 5 feet.

Nano Triage: At 10th level, the incarnate swarm selects a single paladin mercy which they may apply to lay on hands, using their incarnate swarm level as their paladin level. The incarnate swarm selects an additional mercy at 14th and 19th levels.

Nano-Material Cloud: At 10th level, the incarnate swarm can spend a use of nanite surge as an immediate action to cast *mirror image* as a spell-like ability with a caster level equal to their incarnate swarm level. At 14th and 19th levels, the incarnate swarm increases the number of images created by mirror image by 1.This alters swarm cladding and replaces enhanced purpose, swarm bond, and versatile swarm.

Programmable Matter: At 10th level, the hivemind reduces the time to craft items by 10%. At 14th and 19th levels, the incarnate swarm reduces the time to craft items by an additional 5%.

Pluripotent Nanites (Ex): At 3rd level, the incarnate swarm gains Rapid Repair[PotS] as a bonus feat even if they do not meet the prerequisites. This replaces the gestalt talent gained at 3rd level and alters gestalt talents.

Assimilated Allies (Ex): At 7th level, the incarnate swarm gains the ability to capitalize on the fragments of themself that they have accidentally, or deliberately, shared with their allies. All of the incarnate swarm's allies are treated as if they possessed the same teamwork feats as the incarnate swarm for the purpose of determining whether the incarnate swarm receives a bonus from their teamwork feats.

Their allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the requirements listed in the teamwork feat for the incarnate swarm to receive the listed bonus.

This replaces swarm tactics.

Talented Discorporation: At 9th level, the incarnate swarm must select the discorporate gestalt talent as their gestalt talent.

The discorporate talent can be invested with essence. For each point of essence invested in the talent, each of the incarnate swarm's movement speeds while in discorporated form increases by +5 feet.

This alters the gestalt talent gained at 9th level.

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Unity (Hivemind Archetype)

Some hiveminds see their talents and the capabilities of their swarms as mere tools, but others see it as a path to dominion. Unities seek to spread their swarms far and wide, to remove irrelevant divisions such as species, religion, and free will. Ultimately bringing all that they survey together in a singular purpose, their own.

Specialized Swarm: The unity's nanite swarm is tailored to the purpose of spreading and maintaining its master's influence. This enhances it in some ways, but limits it in others. A unity's nanite swarm always gains the nano triage purpose ability at third level. It does not gain a second purpose ability until 16th level and never gains a third purpose ability. When the nanite swarm uses its lay on hands ability it heals undead creatures its master controls as if they were living creatures. This ability alters nanite swarm and versatile swarm.

Linked: An undead controlled or created by the unity is treated as a "creature whose services are granted as part of a known veil" for the purposes of the Shared Veil[AM] feat.

Assimilate (Su): At 1st level, a unity can attempt to take control of an undead creature they can see that is sharing a space with their swarm. The unity gains Command Undead as a bonus feat. However, the effects of this feat can only be used against an undead creature sharing a space with the unity's nanite swarm and the Will save to negate this ability is equal to unity's veilweaving DC.

A unity can use Command Undead a number of times per day equal to 4 + their Intelligence modifier, using their class as their effective cleric level. Undead under the effects of this ability are treated as both undead creatures and constructs and for the *bane* weapon special ability, a ranger's favored enemy bonus, and any other effect that would consider creature type.

The unity may invest this ability with essence, increasing the save DC by +1 per point of essence.

At 16th level, the number of HD of undead the unity can control increases by an additional 4.

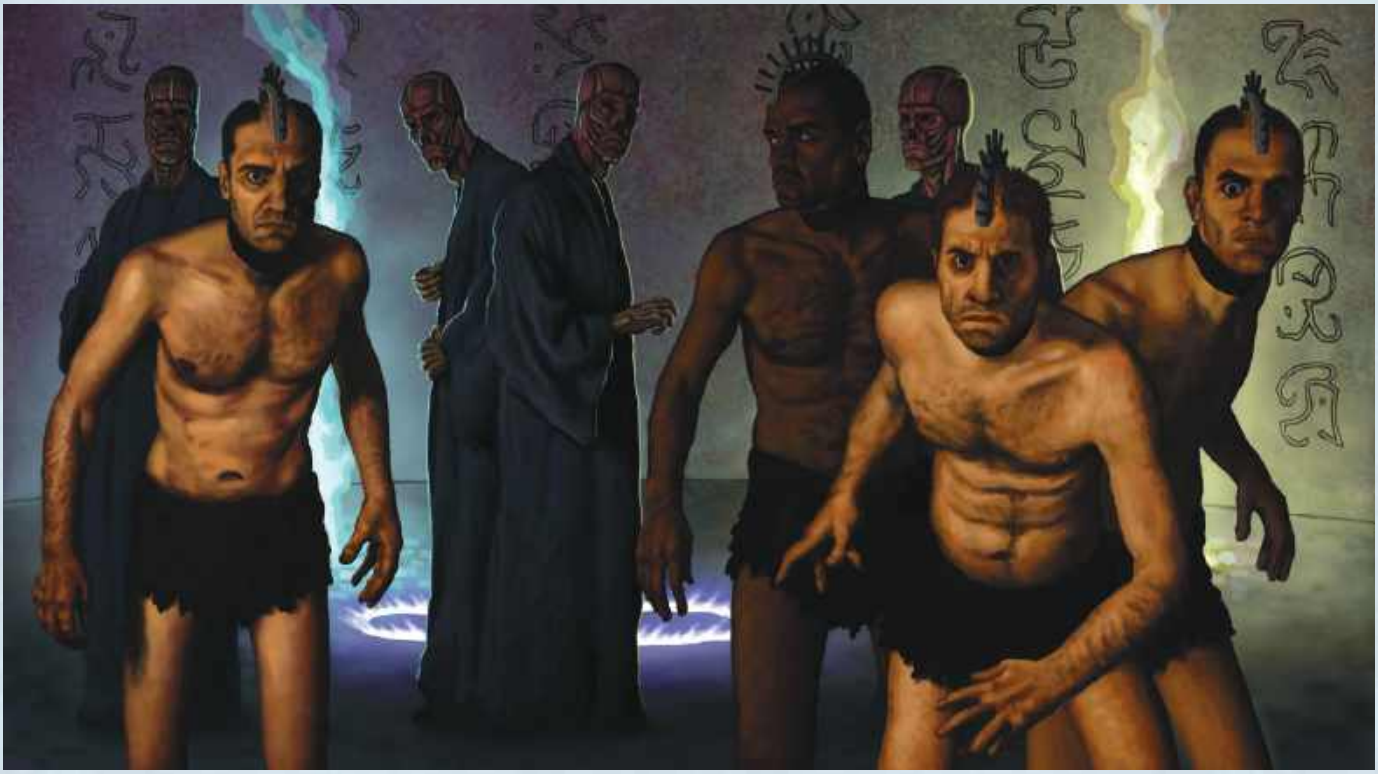
This ability replaces swarm cladding and the improved essence capacity gained at 16th level.

Emulated Life (Sp): At 3rd level the unity can take 1 point of essence burn to cast *lesser animate dead*[UM] as a spell-like ability. The caster level for this ability is equal to their veilweaver level. The unity must still pay any material costs of this spell. Essence burn gained in this manner is not recovered until 1 hour after the spell ends.

As the unity progresses in levels the types of undead that they can create advances as well. At the indicated levels, the unity can take essence burn to cast the following spells for the indicated costs:

- 5th level (1 point of essence burn): *animate dead*
- *11th level (2 points of essence burn):* *create undead*
- *15th level (2 points of essence burn):* *greater create undead*

If the creation requirements of an undead, created using this ability, includes the casting of spells that the unity cannot cast, they may take an additional point of essence burn for each additional spell required to be treated as having cast that spell. The unity may only do so if the spell is of a level that could be cast by a wizard of their level and



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must still provide any material components required by the spells. Undead created via this ability always have a starting attitude of friendly towards the unity.

Undead created by this ability are treated as both a construct and undead creature for the bane weapon special ability, a ranger's favored enemy bonus, and any other effect that would consider creature type.

This ability replaces the gestalt talent gained at 3rd and 12th levels.

Grim Unison: At 4th level, any undead controlled by the unity that is adjacent to or sharing a space with their nanite swarm gains an additional 5 hit points and a +1 insight bonus to attacks, Armor Class, damage, saving throws, turn resistance, and the DCs of any special abilities they may have. At 12th level, affected undead gain an additional 5 hit points and the insight bonuses granted by this ability increases to +2. This ability replaces the hivemind's enhanced veil ability.

Quantum Collective (Ex): At 9th level, the hivemind's swarm relays information between the unity and their undead. The hivemind and the nanite swarm have a telepathic link with undead under the hivemind's control, due to the assimilate or emulated life abilities. The range of this link is equal to the range of the nanite swarm's telepathic link ability.

This does not otherwise grant mindless undead any ability to communicate, but they can report things they can perceive as basic concepts when asked by the hivemind or their nanite swarm. The hivemind can use this ability to issue commands to undead under their control.

This ability replaces the gestalt talent gained at 9th level.

Incanter[USoP]

Incanter Sphere Specialization: Technomancy*

Extended Sprite (Su): At 3rd level, any *sprite* the incanter creates and maintains through concentration lasts a number of additional rounds equal to 1/2 his incanter level after he stops maintaining concentration (minimum 1).

Warning Sprite (Su): At 8th level, the incanter gains a +2 insight bonus to AC against attacks made by any creature or any weapon that is a host for his *sprites*. This bonus increases by 1 at 14th level and every 6 levels thereafter.

Permanent Sprite (Su): At 20th level, the incanter can make one *sprite* permanent. He can have no more than one *sprite* made permanent in this way at one time. If he designates another *sprite* as permanent, the previous permanent *sprite* ends.

Incanter Technomancy Sub-Specialization: Energy

The following abilities replace extended sprite, warning sprite and permanent sprite.

Technical Insights (Ex): At 3rd level, the incanter gains Technologist* as a bonus feat and Disable Device as a class skill. He gains a +2 insight bonus on Craft, Disable Device, and Knowledge (engineering) checks. This bonus improves by 1 for every 5 incanter levels he possesses.

Unified Energy (Su): At 8th level, as part of using an ability that would require the expenditure of spell points, the incanter may substitute charges from a technological item he is holding for spell points at a rate of 5 charges per spell point.

Magical Superconductor (Su): At 20th level, the incanter may execute a *program* on himself or any technological item on his person as if the target was a host for one of his *sprites*. For the purpose of determining the *sprite's* effects, the incanter may consider himself a construct.

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Investigator[ACG]

Investigator Talents

Assured Quality (Ex): Whenever the investigator adds his inspiration die to a skill check, he may spend an additional use of inspiration to roll the check twice and take the higher result rather than adding his inspiration die to the final result.

Backup Strategy (Ex): The investigator chooses two skills which he could add his inspiration die to. When he attempts a check with either skill, he can choose not to roll his inspiration die until later. After he determines what the check's result would be, he can choose to either roll your inspiration die and add it to the total or forgo the inspiration die and reroll the check.

At 9th level, he can spend 1 use of inspiration to both reroll the check and add the result of his inspiration die. He may take this talent multiple times, each time selecting two different skills.

Counterspell Aficionado (Su) (requires investigator level 5th): The investigator gains Counterspell[USoP] as a bonus feat, using his investigator level as his MSB for the purpose of the feat and for meeting prerequisites for feats that have Counterspell as a prerequisite. He may spend inspiration points in place of spell points for the Counterspell feat and any feats that use Counterspell as a prerequisite.

High Spirits (Su): Whenever the investigator uses an effect which restores hit points or grants temporary hit points, he adds his inspiration die to the amount of temporary hit points given or hit points restored.

Inspired Proficiency (Ex): The investigator may spend a point of inspiration to allow himself or an ally within close range to ignore nonproficiency penalties with a single weapon, shield, or suit of armor for 1 minute per investigator level.

Through and Thorough (Ex): Whenever he takes 20 on a skill check which he could add his inspiration die to, he rolls his inspiration die twice and adds both results.

Magus[UM]

Ace Pilot (Magus Archetype)

An ace pilot is a terror on the field of mechanized combat. Their prowess is such that friends and enemies alike often wonder if the secret to their success is due to their raw talent or the mech they pilot. The answer is both.

Diminished Spellcasting: An ace pilot casts one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Intelligence allows bonus spells of that level. This ability alters the magus's spellcasting.

Bonded Mech: The ace pilot gains a bonded mech*, treating his class level as his pilot level.

Blackbox System (Su): The ace pilot may spend a point from his arcane pool as a swift action to gain a number of temporary points of essence equal to 1/2 his magus level (minimum 1). This temporary essence lasts for 1 minute and may be assigned as part of the same action to generate it.

The ace pilot may assign essence to his bonded mech using any of the essence receptacles available to a 2nd-level helmsman* through the akashic armaments class feature.

At 9th level, the ace pilot may assign essence to his bonded mech using any of the essence receptacles

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available to an 11th-level helmsman through the akashic armaments class feature.

At 17th level, the ace pilot may assign essence to his bonded mech using any of the essence receptacles available to a 17th-level helmsman through the akashic armaments class feature.

This replaces the magus' ability to grant enhancement bonuses and weapon special abilities to weapons with his arcane pool.

Pilot's Arcana: The ace pilot may select the following magus arcana:

Mage's Hypercharge (Su): The ace pilot may spend a point from his arcane pool as a free action to gain a temporary pool of boost points equal to 1/2 his class level + his Intelligence bonus (minimum 1). These boost points last for a number of rounds equal to the ace pilot's class level and may be spent to activate any hypercharge he knows.

Overlapping activations of overdrive extend the duration of the boost pool but cannot raise the total number of boost points beyond the ace pilot's 1/2 his class level + his Intelligence bonus. The total boost cost of each overdrive is detailed in its description.

As part of gaining this magus arcana, the ace pilot chooses a single hypercharge from the helmsman class, using his ace pilot level as his helmsman level.

Manifold Hypercharge (Ex) (requires mage's hypercharge): The ace pilot chooses a single hypercharge from the helmsman class, using his ace pilot level as his helmsman level. This magus arcana may be selected multiple times.

Precog (Sphere Magus Archetype)

Precogs read the flow of time, pinpointing unique happenings to twist in their favor. These paradoxes seamlessly blend into the precog's experiences, granting an illusion of sublime fortune.

This archetype requires sphere magus[USoP].

Trade Tradition: In addition, if this is the character's first level, they choose a trade tradition[SoG]. Their trade rank is adroit. If this is not the character's first level, they instead choose one trade talent from the Vocation sphere as a bonus talent. This replaces the magus' normal class skills.

Proficiencies: Precogs are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition[SoM] of their choice. This alters proficiencies.

Blended Training: A precog gains a combat, magic, or skill talent (some of which are required to be utility talents) using the journeyman talent progression[SoG] (or the virtuoso talent progression[SoG], if the precog replaces the bonus feats class features). A precog's casting ability modifier determines his operative and practitioner modifiers.

Distortion Aficionado (Su): At 1st level, the precog gains either the Fate[USoP] sphere, Time[USoP] sphere, or Warp[USoP] sphere as a bonus talent. He may use his precog level in place of his caster level for the chosen sphere. In addition, the precog may use his casting ability modifier in place of his Intelligence modifier for magus class features.

Paradox (Su): A precog cannot use his arcane pool to enhance his weapon. Rather, when the precog regains his spell points, he rolls 1d20 for each point in his arcane pool and records the result. These d20s, known as paradoxes, may not be rerolled using abilities, and any unused paradoxes are lost when the precog regains his spell points.

Many precog abilities allow him to spend an arcane pool point to use one of his paradoxes in place of a specific d20 roll he would make, using paradox's associated result instead of rolling a random result. A paradox die functions in every way like a normally rolled die; a paradox of 1 functions as a natural 1, and a paradox of 20 functions as a natural 20. He cannot use a paradox that has already been rolled. Some precog abilities simply require him to use a paradox without using its associated result. Regardless of how he uses a paradox, it is lost and cannot be used again.

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At 1st level and every 4 levels thereafter, the precog selects one of the following options for a type of d20 roll he can use a paradox for:

- Attack rolls.
- Ability checks.
- Fortitude saving throws.
- Reflex saving throws.
- Will saving throws.
- Magic skill checks.
- 2 skills of his choice. This may be selected multiple times.

This alters arcane pool and replaces spell combat. The precog may still take other archetypes that alter the number of points in his arcane pool.

Advanced Spellstrike (Su): At 2nd level, whenever a precog uses a standard action to activate any magic sphere ability that requires a touch attack, he can deliver the spell through any weapon he is wielding (including ranged weapons). Instead of making a touch attack to deliver the effect, a precog can make one free attack with his weapon (at his highest base attack bonus) as part of activating this ability; this attack is treated as an attack action.

If successful, this attack deals its normal damage as well as the effects of the magic sphere ability. This attack uses the weapon's critical range (20, 19–20, or 18–20 and modified by the *keen* weapon special ability or similar effects), but the sphere effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

This alters but otherwise counts as the spellstrike class feature.

Bonus Feats: A precog can select the Extra Magic Talent[USoP] or Extra Skill Talent[SoG] feat as a bonus feat in addition to the feats normally available. This alters the magus's bonus feats.

Chronomatic Distortion (Su): At 7th level, the precog discovers an alternate use for paradoxes. He may select one of the following options, plus an additional option at 13th and 16th levels:

Rewrite: As an immediate action after the precog knows the result of a d20 roll which he could affect with paradox, he may spend an arcane pool point to instead use a paradox.

Safeguard: As an immediate action when the precog takes damage, he can use a paradox to reduce the amount of damage taken by an amount equal to the paradox, up to a maximum reduction of 10. The maximum increases to 20 at 13th level. At 19th level, he can use this ability as a free action which can be taken outside his turn.

Temporal Aggression: When the precog or an adjacent ally rolls damage dice, he can spend an arcane pool point to use a paradox in place of rolling one or more damage dice. If he does so, treat the result as either the value of the paradox or the maximum result of the damage dice, whichever is lower. For example, he could use a paradox of 11 in place of a 1d10 points of damage die to get a value for 10 for that damage die or in place of 4d6 to get a value of 11 for the total of those two damage dice. He can use this ability multiple times per damage roll, but only once per damage die.

Temporal Defense: As an immediate action, the precog can spend an arcane pool point and use a paradox to grant an ally an insight bonus to AC until the end of his next turn. This bonus is equal to the paradox result or a maximum bonus of +3, whichever is lower. The maximum bonus increases to +4 at 13th level and +5 at 19th level.

Temporal Flow: As a swift action, the precog can spend an arcane pool point and use a paradox to increase the save DC on a sphere effect he created. This increase is equal to the paradox result or a maximum bonus of 1, whichever is lower. The maximum bonus increases to 2 at 13th level and 3 at 19th level.

This replaces medium armor, heavy armor, and counterstrike.

Improved Paradoxes (Su): At 8th level, the precog may forgo rolling one of his paradoxes when he regains spell points to instead treat it as a 10. At 14th level, the precog may forgo rolling up to two paradoxes and treat them as 15s. At 20th level, the precog may forgo rolling up to three paradoxes and treat them as 20s. This replaces improved spell combat and greater spell combat.

Timeless Paragon (Su): At 20th level, the precog no longer ages, nor does he die of old age. When the precog rests to regain spell points, he may exchange any feat, talent, or magus arcana he possesses for another that he meets the prerequisites for. This replaces true magus.

Malefex[UDM]

Malefactions

Stick Controls
Least [curse]
Target 1 creature
Saving Throw Will negates

You rob your victim of their ability to pilot.

If the target fails their saving throw, it takes a penalty on all Fly checks, Ride checks, and Reflex saving throws attempted while mounted, piloting a vehicle, or piloting a mech equal to your Wisdom modifier +1 per two class levels. You gain a +2 circumstance bonus on the same checks.

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Marksman^UP

Stellar Shadow (Marksman Archetype)

In the reaches of untamed space, where limited resources change the paradigms of warfare, stellar shadows are among the valued and feared soldiers. Excelling in quiet long-distance assassinations, a stellar shadow' presence is rarely noted until their target is eliminated.

Weapon and Armor Proficiencies: Stellar shadows are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is their first level in any class, they may select a martial tradition[SoM] of their choice. This alters weapon and armor proficiencies.

Trade Tradition: In addition, if this is the character's first level, they choose a trade tradition[SoG]. Their trade rank is competent. If this is not the character's first level, they instead choose one trade talent from the Vocation sphere as a bonus talent. This replaces the marksman's normal class skills.

Casting: The stellar shadow may combine spheres and talents to create magical effects. The stellar shadow is considered a Low-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition[USoP] the first time they gain the casting class feature.) This replaces powers and power points.

Spell Pool: A stellar shadow gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A stellar shadow gains a combat, magic, or skill talent (some of which are required to be utility talents) at the listed levels using the trained talent progression. The stellar shadow may exchange the bonus feats given at 5th, 11th, and 17th levels to improve this progression to journeyman or may exchange all instances of the bonus feat class feature to improve this progression to virtuoso. A stellar shadow uses her casting ability modifier as her practitioner modifier.

Flexible Takedown: The DCs and effects of all of the stellar shadow's class abilities are based on the stellar shadow's casting ability modifier rather than Wisdom.

Expert Marksman: The stellar shadow gains Sage's Focus* as a bonus feat at 1st level. Whenever she would gain a bonus feat or style ability, the stellar shadow may instead select a magic or combat talent. This replaces point-blank shot.

Marksman Training (Ex): At 2nd level, the stellar shadow reduces any penalties to attack rolls from long range by 2. Starting at 6th level, the stellar shadow gains a +1 bonus on weapon attack and damage rolls with all weapons from a single fighter weapon training group of her choice. This bonus increases by +1 at 10th level and every four levels thereafter. This counts as, and does not stack with, the fighter's weapon training class feature. This ability replaces favored weapon.

Bite the Dust (Ex): At 7th level, the stellar shadow regains martial focus whenever she reduces a creature to 0 or fewer hit points. When she reduces a creature to 0 or fewer hit points and renders them unconscious, she may choose to have that creature die immediately. This ability replaces disengage.

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Medium[OA]

Spirits

Overmind (Medium Spirit)

An overmind spirit is a coalescence of immense psionic potential.

Spirit Bonus: When you channel an overmind, your spirit bonus applies on concentration checks, Charisma checks, and Will saves.

Seance Boon: Increase the save DCs of all of your spells and powers by 1.

Favored Locations: Research facilities, psionically charged ruins, metropolitan centers.

Influence Penalty: Your mind rebels against your body, as if the vessel of your flesh is somehow inadequate. You take a penalty equal to your spirit bonus on Dexterity checks, Dexterity-based skill checks, AC, and Reflex saves.

Taboos: Choose one:

- You assert the power of reason over belief, so you must not be the willing target of psychic spells or abilities and you must attempt a Will saving throw against even harmless psychic spells and abilities.
- Whenever someone is witness to the magical or psionic abilities of one of your allies, you must present a similarly powerful display to onlookers (such a display would mean casting a spell or manifesting a power of equivalent level, or the highest level spell or power you can use if equalling your target is not possible).
- Whenever a creature succeeds at a saving throw against one of your abilities or you miss them with an attack, you must target them again on your next turn if able.

Overmind Psionics (Lesser, Su): Instead of your normal spells per day for your medium level, you use the spells per day from Table: Mesmerist[OA]. For each level of spell you can now cast (including level 0), each time you channel an overmind spirit, select a single psionic power of that level from the psion/wilder[UP] power list to add to your medium spell list and spells known until you lose contact with the overmind.

Rather than using power points, you may use spell slots to manifest these powers, with a spell slot being worth a number of power points equal to twice the spell slot's level -1 (you may spend multiple spell slots in the manifestation of a power and may utilize power points from other sources, so long as the total number of power points spent does not exceed your manifester level). Your manifester level for these prepared powers is equal to your caster level. You must have a Charisma score of at least 10 + the power's level to manifest it and use your Charisma modifier to calculate save DCs for your powers.

Spirit Focus (Intermediate, Su): You can allow the overmind spirit to gain 1 point of influence over you in order to gain psionic focus as a free action. If you can gain multiple psionic foci, you gain all of them by allowing the overmind spirit to gain 1 point of influence as a swift action.

Psionic Assertion (Greater, Su): You can allow the overmind spirit to gain 1 point of influence over you to gain a +5 bonus on a check attempted to bypass any spell resistance or power resistance.

Legendary Overmind (Supreme, Su): When you channel the overmind spirit, you select 2 powers of each level rather than 1. These powers do not need to be taken from the psion/wilder list and can instead be taken from any power list.

Zeitgeists

Zeitgeists are new options for mediums with the empath[PAO] archetype.

Intermediate Zeitgeist: Herinlu, The Outer Enigma

When the Outer Lords left Vandara behind, they left numerous psionic scars upon the planet which can still be felt by some. Herinlu, named for the Aklo word meaning "curiosity," is a psionic resonance from the Maker's War which has guided scientists of all disciplines in understanding and tapping the ancient genius of Vandara's ancient enemy.

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Associated Events: The uncovering of ancient secrets or the modification of individuals or species through technology.

Compulsion: If presented with new information, figure out new utilities for it.

Goal: Use psionics or technology to change the function of a society or ecosystem

Seance Boon: Your spirit bonus applies on Knowledge (dungeoneering) and Knowledge (engineering) checks.

Spirit Power: You automatically succeed at all Use Magic Device checks to utilize psionic items. In addition, when attempting a check to overcome power resistance, you may roll twice and take the higher result.

Powers 2nd-*psionic recharge** 2nd-*kinetic arsenal** 3rd-*short circuit** 4th-*gravitic charge**

Greater Zeitgeist: Analine, the Deific Void

When Saint Aline and her faith perished in the battle with the Qlippoth, the psyche of Vandara was left with a powerful emptiness which was soon filled with the horror and confusion of the alien invasion. Whereas most instinctively recoil from this madness, there are some who have inclined themselves towards understanding it, seizing control of this aimless condition for their own ends.

Associated Events: The death of a god or destruction of a religion.

Compulsion: Challenge those faithful to the gods by exposing their hypocrisy and vulnerability.

Goal: Undermine the influence of a powerful church or religion.

Seance Boon: Your spirit bonus applies to Intimidate and Knowledge (religion) checks.

Spirit Power: You gain spell resistance equal to 11 + your medium level which can be lowered or raised as a standard action. In addition, while channeling this spirit, you gain Disruptive and Spellbreaker as bonus feats even if you do not meet the prerequisites.

Powers 3rd-*dispel psionics*[UP] 4th-*scales of damnation* 5th-*soul exchange*

Supreme Zeitgeist: Ramtik, the Eternal Cycle

For as long as the universe has existed, there have been those seeking to last forever, to ensure that the glories of their culture never fade from relevance. As technology and magic have evolved, this dream has transformed from a vision into a grand crusade, a mission of fanatics to assert dominion over the universe and ensure that the people and values they call their own shall become eternal.

Associated Events: The end of civilizations or eras.

Compulsion: Preserve the legacies of history and ensure their continuance.

Goal: Protect culture or history from being destroyed.

Seance Bonus: Your spirit bonus applies on Knowledge (history) and Perform checks.

Spirit Power: You are now capable of assuming undead into your collective and affecting them with mind-affecting effects. In addition, as a full-round action, you can spend 9 power points to animate a creature as per *animate dead*, using your medium level as your caster level. If you spend 15 power points, you may spend 1 hour to transform one dead creature (or group of dead creatures) into an undead creature whose CR is equal to or less than your medium level. You are not in control of whatever undead result.

Powers 4th-*raise the shroud*[PASP] 5th-*incarnate*[UP] 6th-*autolingua*[PASP]

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Mystic[PoWE]

Bloodstained Scion (Mystic Archetype)

There exist many inheritors of ancient magic who employ their bloodlines for martial rather than magical pursuits, drawing upon the strange powers in their blood to perform physical acts of incredible power.

Potent Blood: Rather than wisdom, a bloodstained scion uses Charisma as her initiation modifier and for determining the effects of her class abilities.

Bloodline: At 2nd level, a bloodstained scion selects a single bloodrager[ACG] bloodline, gaining the 1st-level ability of that bloodline. She may select the 4th-level ability of the bloodline in place of a feat or bonus feat starting at 5th level, and may do the same with the 8th-level ability starting at 9th level, the 12th-level ability starting at 13th level, and the 16th-level ability starting at 17th level.

At 20th level, the bloodstained scion gains the bloodline's 20th-level ability. The bloodstained scion uses her mystic level as her bloodrager level for the purpose of determining the effects of these abilities, and any levels of bloodrager stack with levels of mystic for the purpose of determining what bloodline abilities she can select in place of feats. For the purpose of bloodline abilities, a bloodstained scion is considered to be bloodraging whenever she has at least three points of animus, with this effective bloodrage ending whenever her pool goes below 3 and reactivating when it becomes at least 3 again.

This ability replaces glyph mastery and the bonus feat gained at 2nd level.

Bonus Feats: A bloodstained scion cannot select item creation feats as bonus feats but may select any of her bloodline feats as bonus feats. This alters bonus feats but does not make this archetype incompatible with others which alters bonus feats.

Occultist[OA]

Occultist Panoplies[PA]

Miracle Wright's Toolbox

This panoply is associated with craftsmen and designers of enhanced equipment.

Associated Implements: Hammer (evocation or psychokinesis), toolbox (conjuration or metacreativity), tongs (psychometabolism or transmutation)

Resonant Power: Each time the occultist invests mental focus into any of the associated implements, the panoply grants the following resonant power. The panoply bearer gains the benefits of this power until the occultist replenishes his focus.

Mimic Capabilities: For every 2 points of mental focus invested in all of the associated implements, the occultist chooses one spell or power. He is treated as knowing and being able to cast this spell or manifest this power for the purpose of crafting items, using spell trigger items, using power trigger items, using spell completion items, and using power completion items.

Base Focus Power: All occultists who learn to use this panoply gain the following focus power:

Enhance Equipment: By expending mental focus, the occultist may increase the save DCs of the abilities of any item he uses (including those that would duplicate the effects of spells or powers). The save DC is increased by 1 for every point of mental focus expended. This cannot increase the DC past 10 + 1/2 his occultist level + his Intelligence modifier.

Focus Powers: In addition to the base focus power, occultists who learn to use this panoply can select the following focus powers when choosing powers gained from their focus powers class feature.

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Forge Knowledge: As a standard action, the occultist can expend 3 points of mental focus to choose a single item creation feat he meets the prerequisites for. He gains this item creation feat until the next time he refreshes his mental focus.

Internal Reserves: When casting a spell or manifesting a power from an item, the occultist may expend 2 points of mental focus. If he does, the item or charge is not used up when it takes effect.

Metamagic Item: As a free action while casting a spell or manifesting a power from an item, the occultist may expend 1 or more points of mental focus to apply a metamagic feat or metapsionic feat he knows to that spell or power. The number of points of mental focus he must expend is equal to the increase in spell levels the metamagic feat would normally require or 1 + half the increase in power point cost the metapsionic feat would normally require (minimum 1).

Occultist Panoplies and Psionic Implements

The use of panoplies is rather complicated given the way psionic implements replicate certain magical implements. Hence, the most sensible option is to have the following types of psionic implements count as the corresponding types of magical implements for the purpose of panoplies, and vice versa. Similarly, any panoply effects that apply to spells and metamagic feats should also apply to powers and metapsionic feats (with metapsionic feats costing additional mental focus equal to 1 + half the number of power points the metapsionic feat costs).

Table 2-2: Occultist Magic and Psionics

Magic School	Psionic Disciplines
Abjuration	Psychokinesis or telepathy
Conjuration	Metacreativity or psychoportation
Divination	Clairsentience
Enchantment	Telepathy
Evocation	Psychokinesis
Illusion	Telepathy or psychokinesis
Necromancy	Athanatism
Transmutation	Metacreativity or psychometabolism

Oracle[APG]

Depthlord (Oracle Archetype)

The deepest recesses of the Erebine are host to strange and ancient magics untapped since the Maker's War. There are beings who attempt to harness this strange esoterica and others who find it forced upon them by fortune. In either case, these depthlords are known and feared by all who dwell in the darkness.

Class Skills: A depthlord adds Knowledge (dungeoneering), Knowledge (engineering), and Use Magic Device to her list of class skills. This replaces the bonus skills the depthlord gains from her mystery.

Deep Arcana (Ex): At 2nd level, the depthlord's connection to ancient secrets infuses her mind with strange and powerful magic. She selects one spell from the psychic[OA] spell list that is at least one level lower than the highest-level oracle spell she can cast. The depthlord gains this as a bonus spell known. The spell is treated as one level higher than its true level for all purposes. The depthlord may choose an additional spell at 4th, 6th, 8th, 10th, 12th, 14th, 16th, and 18th levels. This ability replaces the bonus spells she would normally gain at these levels from her chosen mystery.

Revelations: A depthlord can select the following revelations regardless of her chosen mystery:

Maker-Forged Resilience: The depthlord gains spell resistance equal to 11 + her depthlord level. She can lower or reactivate this spell resistance as a move action.

Outertech Infusion: The depthlord gains Transcendent Spell* as a bonus feat and may apply this metamagic feat to her spells without modifying the level or casting time.

Mysteries: The following oracle mysteries complement the depthlord archetype: Apocalypse[MC], Battle[APG], Dark Tapestry[UM], Dragon[LoD], Lore[APG], and Metal[UM].

Primal Visionary

The ancient magics of otherworldly beings remain potent in certain parts of the world, with this strange arcana infusing individuals with uncanny abilities. Be they chosen emissaries of the fey or simply unwary souls blessed by inhuman patrons, primal visionaries are entities with deep connections to faraway realms.

Spells Known: Rather than learning spells from the cleric spell list, a primal visionary learns spells from the druid spell list. In addition, a primal visionary adds any spells on the cleric spell list which could be learned by an oracle but not a cleric to her druid spell list. This replaces the oracle's normal spell list.

Primal Secrets: In addition to revelations from their chosen mystery, a primal visionary can choose from the following revelations.

Fey Familiarity (Ex): The oracle gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that utilize or target plants, such as *blight*, *entangle*, *spike growth*, and *warp wood*.

Free Step (Su): The oracle gains the druid's woodland stride and trackless step class features.

Floral Companion (Ex): The oracle gains a plant companion as the treesinger[ARG] druid archetype, using her oracle level as her druid level.

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Primordial Tongue (Su): The oracle gains Sylvan or Aklo as a bonus language and is treated as constantly being under the effects of a speak with animals spell.

Song of the Eldest (Su): The oracle gains the ability to use bardic performance as a bard of her oracle level, save that she can only use the countersong, fascinate, suggestion, dirge of doom, and mass suggestion performances. The oracle must be at least 7th level before selecting this revelation.

Mysteries: The following oracle mysteries complement the primal visionary archetype: Ancestor[UM], Lore[APG], NatureA[PG], Time[UM].

Paladin

Paragon Freeman (Paladin Archetype)

Just as mighty sentinels exist to uphold the virtuous aspects of order, some individuals aim to expand and secure the more virtuous aspects of freedom across the world. Oftentimes pledging themselves to Xaray, Wesmir, and Etivia, these paragon freemen seek to defend the self-determination of others wherever it may be threatened.

Freeman's Promise: A paragon freeman must be of chaotic good alignment and loses all class features except proficiencies if she ever willingly commits an evil act. Additionally, a paragon freeman's code requires that she uphold the dignity and natural rights of creatures above legal doctrine or authority. This entails that she helps those in need (provided they do not use the help for evil or overly authoritative ends), and stops those who harm or threaten innocents. A paragon freeman may associate with evil characters but may not cooperate with them in actions which would threaten the freedom or well-being of the innocent.

This replaces a paladin's normal code of conduct.

Class Skills: The paragon freeman adds Bluff to her list of class skills instead of Knowledge (nobility). This alters the paladin's normal class skills.

Divine Bond: When forging a divine bond with a weapon, a paragon freeman cannot grant the *axiomatic* special ability to her weapon. She is capable of granting the *anarchic* special ability to her weapon with this ability instead.

This ability alters divine bond but may be altered or replaced by other archetypes which affect divine bond.

Prodigy[CotS]

Prodigy Imbue Sequence: Technomancy*

Program Slice (imbue): Every time the prodigy hits with an attack, she may generate a single *sprite* which enters the target or one of the target's pieces of equipment. This *sprite* lasts until the combo is finished and cannot transfer to another host.

System Overload (finish): As a standard action, the prodigy may generate a number of *sprites* equal to the number of links in her sequence. These *sprites* may appear in any host within long range, last for one round, and cannot be concentrated on. More than one of these *sprites* may occupy the same host and execute the same programs on that host.

Psion[UP]

Id Delver (Psion Archetype)

Within the recesses of the mind are places that psionicists believe should not be dwelt upon. To delve into these strange instincts and hidden desires risks the loss of the self as the subconscious assumes control. A select few psionicists known as id delvers tap into these irrational secrets of the brain in the hopes of achieving incredible power.

Mark of the Id (Ex): At 1st level, an id delver gains an oracle curse[APG] of his choice, which advances using the id delver's psion level as his oracle level. Any effects of the curse that would normally apply to spells instead apply to

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powers, and any abilities that alter caster level instead alter the id delver's manifester level. If the curse would grant a spell known, the id delver learns the spell as a psionic power of the same level, spending a number of power points equal to twice the spell's level -1 in place of a spell slot. This replaces the bonus feat gained at 1st level.

Tap the Depths (Su): At 5th level, the id delver gains the ability to harness the powers deep within his psyche, amplifying the strength of his manifestations at the cost of making his mind more vulnerable. As part of manifesting a power, the id delver may choose to take 1 point of Wisdom burn. If he does, the save DC of the power he manifests increases by 1. At 15th level, he may instead take 2 points of Wisdom burn to increase the DC by 2. This replaces the bonus feat gained at 5th level.

Psychic Affliction (Su): At 10th level, the id delver gains the ability to harm the psyches of creatures around him when opening his mind to the id. Whenever the id delver uses tap the depths, all enemies within 30 feet of the id delver gain 1 negative level for 1 round. This replaces the bonus feat gained at 10th level.

Solipsistic Power (Su): At 15th level, the id delver's manifesting abilities start to tap into something beyond their own mind, reaching into some distant reality-warping psyche. Whenever the id delver uses tap the depths, he gains a +4 bonus to manifester level checks attempted to bypass power resistance and ignores the first 10 points of energy resistance or damage reduction that targets of his powers possess.

When using tap the depths, the id delver may target creatures with powers as if they did not possess immunity to mind-affecting effects, although such creatures gain a +5 bonus on saving throws against mind-affecting powers.

This replaces the bonus feat gained at 15th level.

Flow of Infinity (Su): At 20th level, the id delver's sheer presence is enough to distort reality and horrify all those nearby. When using tap the depths, the id delver may gain psionic focus as part of the same action. In addition, the negative level from psychic affliction lasts for 1 minute and affects all enemies within 400 feet. This replaces the bonus feat gained at 20th level.

Worldweaver (Psion Archetype)

Worldweavers tap into the underlying magical and psionic sources of the universe around them, twisting them into various shapes to optimize their use. A worldweaver often does much more than simply use a spell or power, harnessing their unique talents to warp it into the precise form they desire.

Class Skills: The worldweaver gains Perception and Use Magic Device as class skills in addition to the psion's normal class skills.

Casting: The worldweaver may combine spheres and talents to create magical effects. The worldweaver is considered a High-Caster. (Note: All casters gain 2 bonus talents and a casting tradition[USoP] the first time they gain the casting class feature.) This replaces the powers, detect psionics, and discipline talents class feature.

Spell Points: The worldweaver gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: A worldweaver gains one magic talent every level.

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Surging Potency: The worldweaver gains 1 additional spell point per psion level. This replaces the discipline class feature.

Surgeweaving (Su): At 2nd level, a worldweaver gains the ability to apply metamagic effects to existing spell effects. As a standard action, he may spend a number of spell points equal to the spell point cost increase of a metamagic feat that he possesses in order to apply that metamagic feat to a magic sphere effect he can perceive and which he has successfully identified (using the Spellcraft skill or some other method) within close range. The chosen sphere effect must be a legal target for that metamagic feat.

For the remainder of its duration, the sphere effect operates as if it was affected by that metamagic feat (for example, a worldweaver spends 3 spell points to apply the Maximize Spell feat to an ongoing Pain[USoP] word on a target. For as long as that word continues, its damage is maximized every round). If an effect would be affected by the Extend Spell feat, its current duration is increased by an amount equal to the effect's normal duration. A single sphere effect can only be affected by one instance of surgeweaving at a time, the latest effect erasing any previous ones.

At 8th level, a worldweaver can use surgeweaving as a move action or as an immediate action as a creature is casting a spell (this can allow surgeweaving to be applied to instantaneous effects). Using this ability as an immediate action costs one additional spell point and must be performed before the results of the spell effect are revealed. In addition, the worldweaver can apply two metamagic feats to an effect rather than just one when using surgweaving, paying the spell point costs of each effect (including the extra spell point for each effect if surgeweaving is used as an immediate action).

At 14th level, a worldweaver can use surgeweaving as a swift action and no longer needs to spend an additional spell point when using the ability as an immediate action. The worldweaver can apply up to three metamagic feats rather than two when using surgeweaving, paying the costs of each as normal.

At 20th level, the worldweaver can apply any number of metamagic feats when using surgeweaving.

Metamastery (Su): At 20th level, whenever the worldweaver reduces the spell point cost increase from metamagic feats he uses by 1, to a minimum of 0. This effect applies once to every metamagic feat the worldweaver is applying to an effect (so for example, utilizing both Empower Spell and Maximize Spell on a spell effect would increase the spell point cost by 3 rather than 5).

Psychic Warrior[UP]

Miracle Soldier (Psychic Warrior Archetype)

Embodying the complexities of modern conflict, miracle soldiers merge magical and psionic techniques with intense martial discipline, harnessing an immense variety of different abilities to achieve victory at any costs.

Weapon and Armor Proficiencies: Miracle soldiers are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition[SoM] of their choice. This alters weapon and armor proficiencies.

Trade Tradition: In addition, if this is the character's first level, they choose a trade tradition[SoG]. Their trade rank is competent. If this is not the character's first level, they instead choose one trade talent from the Vocation sphere as a bonus talent. This replaces the psychic warrior's normal class skills.

Casting: The miracle soldier may combine spheres and talents to create magical effects. The miracle soldier is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition[USoP] the first time they gain the casting class feature.) This replaces talents, powers and power points.

Spell Pool: A miracle soldier gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A miracle soldier gains a combat, magic, or skill talent (some of which are required to be utility talents) using the journeyman talent progression[SoG] (or the virtuoso talent progression[SoG], if the miracle soldier spends 1 specialization point to improve his progression). A miracle soldier uses his casting ability modifier as his practitioner modifier.

Saving Throws: The miracle soldier's Reflex save progresses as a conscript of his miracle soldier level. This ability alters saving throws.

Sphere Specialization: At 1st level, a miracle soldier selects either an incanter[USoP] sphere specialization, a conscript[SoM] sphere specialization, or a professionalSoG method, gaining its benefits as if he was an incanter, conscript, or professional of his miracle soldier level. If the miracle soldier possesses levels in any of these classes, he must select the same specialization or method that he has chosen for that class, but levels in the two classes stack for the purpose of determining the effects of specialization.

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A miracle soldier can choose not to select a sphere specialization or method, in which case he gains a bonus magic or combat talent at 1st, 3rd, 9th, 12th, 15th, 18th, and 20th levels.

This ability replaces warrior's path, expanded path, secondary path, twisting path, pathweaving, and eternal warrior.

Distinct Training: Miracle soldiers are capable of trading away their psychic warrior bonus feat to select specializations from either the conscript or incanter classes, to a maximum of three specialization points' worth of specializations taken in any combination from either class. In addition, the miracle soldier may spend 2 specialization points to select a single professional method and 1 specialization to improve his talent progression from journeyman to virtuoso. See Table: Miracle Soldier Specialization for what feats are traded out for varying degrees of specialization.

Table 2-3: Miracle Soldier Specialization

Specialization Points	Lost Bonus Feats
1	2, 11, 20
2	2, 5, 11, 14, 20
3	All bonus feats

Miraculous Aptitude (Ex): A miracle soldier treats his base attack bonus and his caster level as equal to his miracle soldier level for the purposes of requirements for feats. Base attack bonuses and caster levels granted from other classes are unaffected and are added normally. This replaces psionic proficiency but counts as psionic proficiency for the purpose of meeting prerequisites.

Skill Aptitude (Ex): At 4th level and every 3 levels thereafter, a miracle soldier gains a +2 bonus on skill checks with a skill of his choosing. He may select the same skill multiple times, to a maximum of +6 to any one skill. This replaces path skill.

Martial Casting (Su): At 6th level, a miracle soldier may expend martial focus to use a sphere ability with a casting time of 1 standard action or less as a free action at any point when making an attack action. Rather than casting a new sphere effect, the miracle soldier may use martial casting to maintain a sphere effect with a duration of "concentration."

Martial casting must be declared before any attacks are made. If the sphere ability fails for any reason, the ability is wasted, but his attacks proceed as normal. In addition, the miracle soldier does not need to attempt concentration checks because of damage he takes from melee attacks from enemies he is aware of.

This replaces martial power.

Reactor Knight (Psychic Warrior Archetype)

When things are at their worst, the reactor knight is at his best. Reactor knights are mech pilots who push their mechs to their very limit, performing daring stunts and executing extreme maneuvers that other pilots would not dare.

Class Skills: The reactor knight adds Fly and Knowledge (engineering) to his list of class skills.

Diminished Manifesting: The reactor knight's training with his mech reduces his natural training and facility with psionic powers. The reactor knight does not gain talents at 1st level, nor does he gain an additional power known at 2nd level and every three levels thereafter (5th, 8th, 11th, etc.).

This replaces the talents class feature and alters the reactor knight's powers known.

Bonded Mech: Starting at 1st level, the reactor knight gains a bonded mech* as described in the "Mech Rules and Body Types" section.

Overdrive: The reactor knight's bond with his mech has left him with a precise knowledge of its limitations and how to push past them. The reactor knight may expend his psionic focus as a free action to gain a temporary pool of boost points equal to 1/2 his class level + his Wisdom modifier (minimum 1). These boost points last for a number of rounds equal to the reactor knight's class level and may be spent to activate any hypercharge he knows.

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Overlapping activations of overdrive or other sources of boost extend the duration of the boost pool but cannot raise the total number of boost points beyond the reactor knight's 1/2 his class level + Wisdom modifier (minimum 1). The total boost cost of each overdrive is detailed in its description.

At 1st level and every 2 levels thereafter (3rd, 5th, 7th, etc.) a reactor knight chooses a single hypercharge from the helmsman class, using his reactor knight level as his helmsman level.

Mech Training: Starting at 4th level, the reactor knight gains a +2 bonus on one skill from the following list: Craft (mechanical), Fly or Knowledge (engineering). Every three levels thereafter, he can choose to increase the bonus to one of these skills by +2 (to a maximum of +6 for any one skill). This may be a skill he has already chosen or a new skill chosen from the options presented above. This replaces but otherwise counts as the path skill class feature.

Bonus Mech Enhancements: At 6th level, and again at 12th, the reactor knight may choose one Mech Enhancement for which his bonded mech qualifies; it immediately gains the benefits of this enhancement.

Whenever the reactor knight changes his mech body type, builds a new mech, or repurposes an existing mech as his bonded mech, he may change this Mech Enhancement to another for which his mech qualifies.

This ability replaces the martial power and twisting paths class features.

Maximum Overdrive: At 20th level, the reactor knight may spend a swift action once per day to go into a special overdrive mode called maximum overdrive that lasts for a number of rounds equal to his Wisdom bonus. While in maximum overdrive, the reactor knight may activate any overdrive he knows without expending boost points. This replaces eternal warrior.

Ranger

Steelduster (Ranger Archetype)

Among the mech pilots, few are more respected than the steeldusters, scouts and explorers who venture into the dangerous wilds aboard their mechs to fight alien foes and scavenge the wastes for survivors.

Class Skills: A steelduster gains Fly and Knowledge (engineering) as class skills and loses Handle Animal and Spellcraft. This alters the ranger's class skills.

Bonded Mech (Ex): The steeduster gains a bonded mech*, treating his class level as his pilot level. This ability replaces wild empathy, spellcasting, and the favored enemy gained at 1st level.

Mech Expertise (Ex): Starting at 2nd level, whenever the steeduster would gain a combat style feat, he may select feats from the following list in addition to feats he could normally select: Craft Mech*, Craft Technological Arms and Armor*, Extra Mech Enhancement*, Field Mechanic*, Remote Legion*, Remote Piloting*, Salvage Rigger*, Superior Salvage[LotS], Technologist*, and Vehicle Expert*. He does not need to meet the prerequisites for these feats to select them.

Mechanical Scout (Ex): At 4th level, if the steelduster selects an animal companion for his hunter's bond class feature, the steelduster may have his animal companion pilot the steelduster's mech as if the animal companion were proficient with all armor. The mech can always carry the steelduster's animal companion in addition to its pilot as long as the companion's size is smaller than the mech's. This alters hunter's bond. This does not make the steelduster incompatible with other archetypes that modify hunter's bond.

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Reaper[LCR]

Flagellant (Reaper Archetype)

To some reapers, the self is the greatest obstacle to perfection. In the pursuit of "faultlessness", an ideal often espoused by the kytons and their creations, flagellants turn their wrath inwards to focus on destroying themselves as well as their enemies. What emerges from this brutal metamorphosis is often broken and distant but all the more dangerous as a result.

Cult of the Flagellant (Ex): At 1st level, the flagellant is always treated as if they have selected their own creature type (or subtype, as appropriate) with the favored prey class feature, in addition to the currently selected creature type. This ability replaces cult and reality shudders.

Centrality of Self (Su): At 3rd level, whenever a flagellant uses a magic sphere effect which targets or includes in its effect only themself, the caster level for the effect increases by 1. At 7th level and every 4 levels after, this bonus to caster level increases by 1. This replaces prey casting bonus.

Worldly Distance (Ex): At 5th level, the flagellant learns to evade harm and solidify their body against assault, these defensive instincts facilitating an uneasy anxiety over broken equilibrium. The flagellant's base Reflex save bonus from reaper levels is equal to 2 + 1/2 their reaper level. In addition, the flagellant gains a +2 natural armor bonus; this natural armor bonus increases by +1 at 10th level and every 5 levels thereafter. Whenever the flagellant is hit with an attack, they take a -2 penalty to attack rolls and AC and cannot benefit from morale bonuses for 1 round. The flagellant may spend a spell point as a free action to end these penalties.

Inurement (Ex): At 9th level, the flagellant can deprive themselves of outside influences to an even greater degree. If the flagellant succeeds at a Fortitude, Reflex, or Will saving throw against an attack that has a reduced effect on a successful save, they instead avoid the effect entirely. A helpless flagellant does not gain the benefit of this ability. This counts as having the evasion and stalwart class features. Whenever the flagellant fails a saving throw, they take a -2 penalty to saving throws and the saving throw DCs of their abilities and cannot benefit from insight bonuses for 1 round. The flagellant may spend a spell point as a free action to end these penalties.

Total Anathema (Ex): At 13th level, the flagellant treats all creature types as their favored enemy. Whenever the flagellant misses with an attack, the flagellant cannot be a willing target of any effect and must attempt saving throws to resist all abilities, even those cast by allies, for 1 round. The flagellant may spend a spell point to end this unwillingness as a free action.

Exile from All (Ex): At 17th level, the flagellant begins to detach themselves from existence and reason in order to find refuge. The flagellant becomes immune to pain effects and

nonlethal damage as well as the stunned and dazed conditions. The flagellant takes a -10 penalty on all Intelligence, Wisdom, and Charisma-based skill checks, but may suppress this penalty for 1 minute by spending a spell point as a free action.

Embrace of Solitude (Ex): At 20th level, the flagellant learns to completely seal themselves off from reality and find a strange, distorted peace in their own mind. The flagellant becomes immune to mind-affecting effects, gains DR 10/-, and gains resistance 30 to all energy types. This replaces soul crisis.

Sentinel[SoM]

Vanguard (Sentinel Archetype)

Vanguards draw upon supernatural forces to enhance their defensive abilities, magically storing and redirecting kinetic energy to shield their allies and themselves.

Trade Tradition: In addition, if this is the character's first level, they choose a trade tradition[SoG]. Their trade rank is competent. If this is not the character's first level, they instead choose one trade talent from the Vocation sphere as a bonus talent. This replaces the sentinel's normal class skills.

Casting: A vanguard may combine spheres and talents to create magical effects. A vanguard is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition[USoP] the first time they gain the casting class feature.)

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Blended Training: A vanguard gains combat, magic, or skill talents (some of which are required to be utility talents) using the virtuoso talent progression[SoG]. A vanguard's casting ability modifier determines her operative and practitioner modifiers. This replaces combat talents.

Spell Pool: A vanguard gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her practitioner modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Entropy Pool (Su): At 1st level, the vanguard gains the supernatural ability to control matter as it changes states. This energy takes the form of a pool of entropy points (EP). A vanguard can have a maximum number of EP in her entropic pool equal to her casting ability modifier. This maximum, as well as the number of EP the vanguard starts each encounter with, increases by 1 at 5th level and every 4 levels thereafter.

A vanguard can gain entropy points only when involved in a combat encounter. When combat begins, she gains 1 entropy point at the beginning of your first action; at the end of combat, she loses any entropy points she has remaining. A vanguard can gain entropy points in the following ways.

- While she has no entropy points, a vanguard can gain 1 EP by regaining martial focus.
- Each time the vanguard takes damage equal to or greater than twice her character level from a single attack or effect (after applying any ability to reduce that damage, such as damage reduction or energy resistance), she gains 1 EP. When a vanguard is damaged, she may choose to allow an effect to ignore any damage reduction or energy resistance she possesses. If any of this damage becomes delayed, the vanguard does not gain additional EP when her delayed damage pool empties.
- If the vanguard takes damage from a critical hit, she gains 1 EP in addition to any from the attack's normal damage.
- If the vanguard scores a critical hit on an enemy, she gains 1 EP.
- If the vanguard moves as part of a full-round action, she gains 1 EP.
- Entropy points can be expended in various ways:
- As a free action, a vanguard can expend 1 EP to gain a +10-foot enhancement bonus to her movement speed. This increases by 10 feet at 5th level and every 4 levels thereafter.
- As a move action, a vanguard can expend EP to boost the damage of the next attack she makes before the start of her next turn. She must decide how many EP to expend when you take this move action, and she cannot expend more EP than her vanguard level. If the boosted entropic strike hits, it deals +1d4 points of damage for every EP expended.
- Whenever a vanguard takes damage, she may spend 1 EP to reduce the damage by twice her vanguard level.
- Whenever a sentinel ability would require the expenditure of a reserve point, the vanguard may instead expend an equal amount of EP. The vanguard may not spend multiple EP on a single use of an ability. This replaces sentinel's reserve.

Frontline Guardian (Ex): A vanguard gains the Guardian[SoM] sphere as a bonus sphere, although she must select the Bodyguard[SoM] drawback. If she already possesses the Guardian sphere she must take the Defend Other[SoM] talent. If she already possesses the Guardian sphere and the Defend Other talent, she instead gains a Guardian talent for which she qualifies.

A vanguard uses her casting ability modifier in place of her Wisdom modifier for sentinel class abilities.

This replaces defender's soul.

Evasion (Ex): At 2nd level and higher, if the vanguard succeeds at a Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless vanguard does not gain the benefit of evasion. This replaces guard wall.

Supersymmetries (Su): As a vanguard progresses in levels, she discovers new ways to manipulate reality's fundamental forces to fortify herself.

At 4th level, the vanguard may spend 1 EP and an attack of opportunity in place of an immediate action to use her Defend Other talent.

At 8th level, the vanguard may spend 1 EP as a free action to reduce the damage in her delayed damage pool by her vanguard level.

At 11th level, when a vanguard is in the area of a damaging effect, she can spend 1 EP to add a +1 bonus per die to the damage dealt to every other creature in the area or 2 EP to add +2 bonus per die.

At 12th level, the vanguard may spend 2 EP to make an attack of opportunity even when she has no remaining attacks of opportunity.

At 14th level, the vanguard may spend two or more EP to reroll a saving throw as an immediate action, gaining a +1 bonus on the reroll for every EP spent.

At 15th level, when the vanguard reduces damage to herself by spending EP, she may spend 2 additional EP to have that reduction apply to all damage she takes until the start of her next turn.

At 19th level, the vanguard may spend at least 3 EP as an immediate action to empty her delayed damage pool. For each EP spent beyond the 3rd, the vanguard selects one target within close range. That target takes damage equal to the damage that was in the vanguard's delayed damage pool. If the vanguard possesses the Cold Iron Call or Durable talents, she may also inflict any effects she is

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postponing with those abilities. If the effect allowed a save, each target may attempt a save immediately at the original DC. A successful Fortitude save (DC 10 + 1/2 the vanguard's level + her casting ability modifier) reduces the amount of damage dealt by this ability by half and negates the infliction of any effects.

This replaces sentinel's imposition, deathless challenge, empower challenge, sentinel's wrath, eternal challenge, instant challenge, and invincible soul.

Expanded Energies (Su): At 5th level and every 4 levels thereafter, the vanguard develops a new method of gaining EP, selected from the following list.

- *Boundary*: The vanguard gains 1 EP the first time each round an attack misses her or she succeeds at a saving throw.
- *Cascade*: The vanguard gains 1 EP the first time each round she succeeds at multiple attack rolls against different targets in the same turn.
- *Disobedience*: The vanguard gains 1 EP the first time each round she outwits a target. This cannot grant you EP outside of combat.
- *Exergy*: The vanguard gains 1 EP the first time each round she succeeds at multiple attack rolls against a single target in the same turn.
- *Indeterminacy*: The vanguard gains 1 EP the first time each round she hits with an attack of opportunity.
- *Obsolescence*: The vanguard gains 1 EP the first time each round she is subject to a combat maneuver.
- *Reaction*: The vanguard gains 1 EP the first time each round she succeeds at a combat maneuver that is not made as a free action.
- *Residue*: The vanguard gains 1 EP the first time each round she spends one or more spell points. Once per round, she may spend a spell point to gain 2 EP.
- *Turbulence*: Whenever the vanguard recovers hit points, she can reduce the hit points restored by any amount; as long as she reduces it by an amount equal to at least 3 + her vanguard level (minimum 0), she gains 1 EP.

Manifest Cataclysm (Su): At 20th level, whenever the vanguard would gain EP, she gains twice as much EP. The vanguard may take two additional immediate actions each turn. This replaces final challenge.

Slayer ACG

Rustworn Hunter (Slayer Archetype)

In extreme conditions, hunters must adapt to contend with their prey. In the case of those in Dorukalad, adaptation means learning to utilize more potent armaments and armor in order to succeed in battle.

Weapon and Armor Proficiencies: In addition to normal proficiencies, a rustworn hunter is proficient with heavy armor as well as all firearms and siege weapons. This replaces the slayer's normal proficiencies.

Delayed Study: A rustworn hunter does not gain the studied target class feature until 5th level, and the bonus from studied target is always one less than it would be for normal slayers. This alters studied target.

Armored Blending (Ex): At 6th level, a rustworn hunter has learned to adapt to stalking prey while heavily armored. He does not suffer any armor check penalties on Stealth checks. This ability replaces the slayer talent gained at 6th level.

Wasteland Sentinel (Ex): At 12th level, a rustworn hunter can use their armor to insulate themselves from environmental threats. While wearing heavy armor, the rustworn hunter gains fire, cold, and acid resistance equal to his rustworn hunter level. This ability replaces the slayer talent gained at 12th level.

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Sorcerer

Bloodlines

Necrotech Bloodline

The following is a new option for wildblooded[UM] sorcerers:

Associated Bloodline: Nanite[PotRi]

Bloodline Arcana: You may use any spell that affects constructs as if it also affected undead, and vice versa. In addition, you may cast spells that target only humanoids on yourself regardless of your creature type.

Bloodline Feats: In place of bloodline feats, a sorcerer with this bloodline may select psibertech augmentations*.

Composite Body: Your body is composed of various mechanical and undead parts. You are healed by negative energy and effects that repair damage to objects (such as *make whole*). You cannot be healed by positive energy effects. This bloodline power replaces nanite strike.

Soulknife[UP]

Bladeshaper (Soulknife Archetype)

Focusing on expertise with a single weapon generated using their own magical or psionic energies, bladeshapers seek to push their signature mind blades beyond the capabilities of any conventional armament.

Trade Tradition: In addition, if this is the character's first level, they choose a trade tradition[SoG]. Their trade rank is competent. If this is not the character's first level, they instead choose one trade talent from the Vocation sphere as a bonus talent. This replaces the soulknife's normal class skills.

Weapon and Armor Proficiencies: Bladeshapers are proficient with their mind blade and simple weapons, as well as light armor and bucklers. In addition, if this is their first level in any class, they may select a martial tradition[SoM] of their choice. A bladeshaper's mind blade can take the form of any weapon they are proficient with. This alters weapon and armor proficiencies.

Casting: The bladeshaper may combine spheres and talents to create magical effects. The bladeshaper is considered a Low-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition[USoP] the first time they gain the casting class feature.) This replaces the wild talent class feature.

Spell Pool: A bladeshaper gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A bladeshaper gains a combat, magic, or skill talent (some of which are required to be utility talents) at the listed levels using the trained talent progression[SoG] (or the virtuoso talent progression[SoG], if the bladeshaper replaces the psychic strike class feature. A high psionics soulknife may choose to replace manifesting instead of psychic strike to gain a virtuoso talent progression). A bladeshaper uses her casting ability modifier as her practitioner modifier.

Flexible Tenacity: The DCs and effects of all of the bladeshaper's class abilities are based on the bladeshaper's casting ability modifier rather than Wisdom.

Focused Combatant: At 1st level, the bladeshaper gains Sage's Focus* as a bonus feat. This ability replaces the bonus feat gained at 1st level.

Chainmaster (Soulknife Archetype)

The kytons are among the most mysterious horrors known to Vandarans, their powers and philosophy still poorly understood even by scholars. That said, there are a select few who have glimpsed the aspirations of these beings and turned their gaze away, obtaining hints of the

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profane goals which drive these corrupted beings. In the process, they have acquired a great deal of skill with the kyton's distinct fighting style.

Mind Chain: When forming their mind blade, a chainmaster's blades are less damaging than normal, being treated as one size smaller than normal for the purpose of determining damage dice. A chainmaster's mind blade possesses the reach and trip special features regardless of form and can be used to attack adjacent creatures. The chainmaster's mind blades always appear to be some sort of chain. Any feats or abilities that may be applied to a spiked chain can be applied to a mind chain.

This ability replaces mind blade but counts as mind blade for the purpose of how soulknife class features function with it and for meeting prerequisites (as well as being modified by other archetypes).

Dancing Chains (Su): At 5th level, the chainmaster learns to manipulate her mind chains more dexterously. She may wield and manipulate objects as well as creatures with her mind chains as if the chains were hands and gains a +2 bonus on all combat maneuvers made with her mind chains. In addition, the chainmaster's mind chains gain the grapple[APG] special feature. This ability replaces quick draw.

Grievous Wounds (Su): Starting at 8th level, the chainmaster learns to inflict great pain on herself to intensify the suffering of her enemies. If her mind chain possesses the *vicious* weapon special ability, the bonus damage as well as the backlash damage increases by 1d6.

The damage and backlash increase by 1d6 again at 12th level and every 4 levels thereafter.

At 16th level, any attacks made with a vicious mind chain ignore the damage reduction and hardness of any targets they strike and increase their critical hit damage multiplier by 1 (to a maximum of x6). This ability replaces the blade skills gained at 8th and 16th levels.

Soul Bondage (Su): At 20th level, the mind chains of the chainmaster feed off the souls of those they bring down. Any creature reduced to 0 hit points or fewer by a chainmaster's mind chain has their soul trapped in the chainmaster's mind chain (as per *soul bind* with a save DC equal to 10 + 1/2 the chainmaster's level + her Wisdom modifier).

Any creature which has its soul trapped in this way grants bonuses to the chainmaster as if it had been completely assimilated with an *assimilate*[UP] power. A chainmaster can only have one soul trapped in her mind chain at a time. A chainmaster can manifest and maintain her mind chains in a *null psionics field*[UP] without having to attempt a Will save, although it still loses any enhancement bonuses and special abilities.

This ability replaces mind blade mastery.

Blade Skills

Emulate Technological Melee Weapon: When forming her mind blade, the soulknife may have her weapon take the form of one technological melee weapon[TG] of her choice. Such items are treated as having an infinite number of charges which cannot be transferred to other equipment or used for anything other than powering the mind blade. If the soulknife selects such a weapon, the mindblade's enhancement bonus is reduced by a number given on the table below. The mindblade's total enhancement bonus cannot go below +1.

Table 2-4: Soulknife Emulate Technological Weapon Values

Weapon	Enhancement Bonus Reduction
Drillblade*, flare gun[TG], titanic edge*, whirlknife*	+0
Autograpnel[TG], awakened staff*, bolt pistol*, bolt rifle*, chainsaw[TG], dart gun[TG], fleshnet cannon[AP88], harpoon launcher*, heavy bolter*, inferno pistol[AP85], laser torch[TG], magnet cannon*, micro-missile array*, mind burner[AP85], monofilament stiletto*, neural inhibitor[AP85], rocket glove*, stun baton[TG], stun gun[TG]	+1
Arc pistol[TG], arc rifle[TG], EMP pistol[TG], EMP rifle[TG], grenade launcher[TG] (concussion grenades[TG] only), laser pistol[TG], laser rifle[TG], sonic pistol[TG], sonic rifle[TG], zero pistol[TG], zero rifle[TG]	+2
Plasmathrower[TG], rail gun[TG]	+3
Arc cannon[AP89], atom gun[TG] (does not become broken for being fired more than three times per day, but must be reformed as a full-round action after the third shot), EMP cannon[AP89], gravity pistol[TG], id rifle[TG], laser cannon[AP89], mindrender[TG], rocket launcher[TG], sonic cannon[AP89], string launcher*, x-laser[TG], zero cannon[AP89]	+4
Gravity rifle[TG], monowhip[TG]	+5
Nuclear resonator[TG]	+6
Death ray[TG], vortex gun[TG]	+8

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Emulate Technological Ranged Weapon: When forming her mind bolt, the soulknife may have her weapon take the form of one technological ranged weapon[TG] of her choice. Such items are treated as having an infinite number of charges which cannot be transferred to other equipment or used for anything other than powering the mind bolt. If the soulknife selects such a weapon, the mind bolt's enhancement bonus is reduced by a number given on the table below. The mind bolt's total enhancement bonus cannot go below +1. Rather than being determined in some other way, the save DC against the effects of any technological weapon's effects is equal to 10 + 1/2 the soulknife's level + her Wisdom modifier + the weapons enhancement bonus.

Expanded Enhancements: The soulknife chooses three in any combination of weapon, armor, or shield special abilities that the armorist[USoP] class can apply to her bound and summoned weapons either through the summon weapon ability or through arsenal tricks. The soulknife may apply these special abilities to her mind blade, mind bolt, mind armor, or mind shield as appropriate for the formed item's type.

Grenadier (requires emulate technological ranged weapon): When the soulknife has a grenade launcher[TG] formed as her mind bolt, she may generate any type of grenade[TG] to be loaded and fired with the grenade launcher. These grenades cannot be thrown normally.

Psibertech Affinity: The soulknife chooses a single piece of psibertech*. She gains that piece's basic augmentation. A soulknife may select this talent as many times as she wishes, gaining the ability to gain an advanced augmentation if she possesses the basic augmentation of a piece of psibertech.

Spiritualist[OA]

Futurist (Spiritualist Archetype)

Futurists connect to spirits of possible tomorrows, with many placing a great emphasis on the developed state of technology in the time ahead. Be they ominous portents of ruins or idealistic seekers of a technological utopia, futurists embody a unique connection between culture and machinery.

This archetype is compatible with both the base spiritualist and the psychomancer archetype, providing replacement options for the features of both.

Mech Phantom: The futurist's phantom takes the form of a machine rather than the typical humanoid shape of a phantom. While the phantom is fully manifested, it has the statistics of a bonded mech* using the futurist's class level as her pilot level. The mech phantom gains intelligent vessel as a bonus enhancement (or another enhancement if it already has intelligent vessel). The mech's base AI is replaced with a special phantom AI created in the outer planes. A phantom AI's Intelligence, Wisdom, and Charisma scores are equal to 10 + 1/2 the futurist's level, and it is of the same alignment as the futurist. The phantom AI possess skill ranks per futurist level equal to 4 + its Intelligence modifier and one feat for every 2 class levels the futurist possesses.

The mech phantom does not gain the abilities of a typical phantom such as armor bonuses, Dex/Cha bonuses, share spells, or similar abilities. A mech phantom cannot manifest in an incorporeal form.

At 1st level, a mech phantom selects an emotional focus[OA], gaining its benefits as long as the mech is piloted or remotely piloted (this does not grant the mech phantom any good saves).

This alters phantom and counts as the bonded mech class feature for the purpose of meeting prerequisites.

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Technological Visions: At 1st level, if the futurist possesses the psychomancer[USoP] archetype, she gains the Technomancy* sphere as a bonus sphere. She uses her class level as her caster level with that sphere. This stacks normally with caster levels gained from other sources.

If the futurist does not possess the psychomancer archetype, she gains the ability to use *technomancy*[TG] as a spell-like ability at-will starting at 7th level.

This replaces calm spirits or spirit magic.

Machine Sight (Su): At 5th level, the futurist gains the constant benefits of the Material Sense[SoO] alternate divination to a range of 10 feet, though she may change what material she is *divining* for as a move action. The range of this ability increases by 5 feet at 7th level, and by an additional 5 feet for every four levels beyond 7th to a maximum of 30 feet at 19th level.

As a move action, she may double the range of her machine sight for 1 round.

This replaces detect undead or spirit sight.

Striker[SoM]

Evolutionist (Striker Archetype)

Evolutionists couple martial grit with immense morphic potential, drawing on the tension of combat to force their transformations into wild and dangerous new forms.

Augmented Form: At 1st level, the evolutionist gains either Transformation[USoP] or Eternal Transformation[TAH] as a bonus feat. Any striker ability which applies to the evolutionist's unarmed strikes also applies to one of the evolutionist's natural attacks per evolutionist level. This replaces bare knuckles.

Shifting Techniques (Ex): At 1st level, an evolutionist gains the following tension techniques:

1 Tension

- **Instant alteration:** The evolutionist may transform using her Transformation feat as a free action. This cannot be used in conjunction with Eternal Transformation.
- **Mobile adaptation:** As a free action, the evolutionist gains a climb or swim speed equal to her base land speed for 1 round.

This replaces expert guard and timely dodge.

Regenerative Form (Su): At 20th level, the evolutionist may spend 2 tension as a free action to gain regeneration 10 for 1 round and immediately regain 10 hit points. At the start of each turn, the evolutionist can sustain her regeneration for an additional round by spending a number of tension equal to 2 + 1/2 the number of rounds her regeneration has been active since the start of combat. The evolutionist can activate this adaptation even if she is dying and otherwise unable to take actions.

This replaces ultimate tension.

Striker Arts

The following striker arts complement the evolutionist but may be selected by all strikers unless otherwise specified.

Adrenaline Rush [Tension]: When the striker uses speed step, she may spend an additional point of tension to not provoke attacks of opportunity for moving.

Area Strike [Tension]: The striker may spend 2 tension to have the next natural attack she makes target all creatures in a 15-foot cone or a 25-foot line. For each additional tension you spend to activate this adaptation, the striker may increase the cone's length by 5 feet or increase the line's length by 10 feet. Regardless of how many creatures are hit by this attack, she cannot apply the effects of an attack action to more than one target (as if she were making an attack with a scatter weapon).

Avenging Burst: When the striker is hit by a melee attack, she may spend 1 point of tension as an immediate action to vent energy on the attacker. The attacker takes 1d4 points of fire and electricity damage per 2 evolutionist levels (Reflex save half, DC 10 + 1/2 the evolutionist's level + her practitioner modifier). The evolutionist may spend 1 additional point of tension to increase the damage dice from 1d4 to 1d6, or 2 additional points of tension to increase them from 1d4 to 1d8.

Bestial Trait (requires evolutionist): The evolutionist may select a shifter[USoP] bestial trait as if she was a shifter with

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the paragon[SoO] archetype of her striker level. This striker art may be selected multiple times.

Biotic Invigoration [Tension]: When the striker would receive healing, she may spend 1 tension to increase that healing by her striker level. By spending 2 points of tension as a swift action, the striker may heal herself for 1d6 points of damage per 2 striker levels, to a maximum of 1/2 her maximum hp.

Critical Endurance [Tension]: If the striker is subject to a critical hit or instance of precision damage, she may spend 1 tension to gain a 25% chance to negate this additional damage as per the *fortification* armor special ability. For every additional point of tension spent, this chance increases by 25%, to a maximum of 100%.

Defensive Sequestration: When the striker takes the total defense action, she gains 3 points of tension.

Dig In [Tension]: When the striker would be forcibly moved or fall prone, she may spend 1 point of tension to not fall prone and reduce the movement by 5 feet.

Enhanced Mobility (requires evolutionist): Whenever the striker uses the mobile adaptation or extreme mobility tension techniques, she may spend an additional point of tension to have the additional speed last for a number of rounds equal to her striker level. If she possesses the extreme mobility talent, her maneuverability improves to perfect.

Explosive Projection (requires evolutionist, projectile pummeling, striker 5) [Tension]: The evolutionist may spend 1 point of tension to cause the next ranged natural attack they make to deal splash damage equal to the weapon's base damage to all creatures in a 5-foot radius. This radius increases by 5 feet for every additional point of tension spent.

Extreme Mobility (requires evolutionist, striker 5) [Tension]: The evolutionist may spend 2 points of tension to gain a burrow or fly speed (good maneuverability) equal to her base land speed for 1 round.

Outburst (requires striker 8) [Tension]: The striker may spend 3 points of tension as a standard action to make an attack with an unarmed strike against each enemy in her reach.

Phasic Blitz (requires adrenaline rush) (Su): When the striker uses speed step, she may spend 1 additional tension to teleport up to her speed rather than moving.

Projectile Pummeling (requires evolutionist): The evolutionist may use any striker abilities with ranged attacks gained from her Transformation, from racial traits, or from origin talents as if they were natural attacks for the purpose of strike class abilities.

Resistant Transformation [Tension]: The striker may spend 2 points of tension to gain resistance to one energy type of her choice for a number of rounds equal to her practitioner modifier. This resistance is equal to her striker level.

Skill Adaptation: The striker gains additional skill points equal to her striker level and selects two additional skills as class skills. This striker art may be selected multiple times.

Spell Bending: When a willing ally within close range of the striker casts a spell, the striker can spend 3 tension as an immediate action to absorb and redirect the spell's energy. The striker chooses the spell's targets, measures the spell's range from her space, and makes any attack rolls for the spell as if she were the caster, though the original spellcaster attempts any caster level checks, rolls any damage, and is responsible for controlling and concentrating on any subsequent effects of the spell. In addition, the striker also applies one of the following three special effects to the spell:

- Increase the spell's saving throw DCs by 2.
- Grant the caster a +3 bonus to overcome spell resistance.
- If the spell deals damage, the striker can replace her unarmed strikes and natural attacks' damage with one damage type dealt by the spell until the end of her next turn.

Spell Blocker [Tension]: By spending 2 points of tension, the striker may gain spell resistance equal to 11 + her striker level until the start of her next turn.

Tension Drain: As a standard action, the striker may make a melee touch attack against a creature. The target must attempt a Fortitude save (DC 10 + 1/2 the striker's level + her practitioner modifier) or become sickened for a number of rounds equal to the striker's level. On a successful touch attack, the striker gains 1 point of tension, or 3 points of tension if the target fails their saving throw.

Tension Drain, Improved: When the striker uses tension drain, the striker gains 1 additional point of tension on a successful attack. A target who fails their saving throw is also nauseated for 1 round.

Versatile Strike (requires evolutionist) [Tension]: The evolutionist may spend a point of tension to change the damage type of any of her natural attacks to acid, cold, electricity, fire, piercing, slashing, or bludgeoning until the start of her next turn.

Summoner[APG] / Unchained Summoner[PFU]

Holo-Knight (Summoner Archetype)

Traditionally the summoner is a conduit through which existences and powers from planes beyond the material can manifest in the world. The holo-knight however, uses technology and the abilities of a special suit of mechanical armor to wade into battle backed by dangerous "tricks of the light."

Projectionist Savant: The holo-knight adds *technomancy*[TG] and all illusion spells from the sorcerer/wizard spell list to his summoner spell list. This alters the summoner's spells.

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Bonded Mech: The holo-knight gains a bonded mech*, treating his class level as his pilot level. This replaces eidolon, life link, maker's call, life bond, and merge forms.

Hard Light Summons: Whenever the holo-knight uses his summon monster spell-like ability, any creatures he summons are partially real illusions rather than solid creations. The effect is considered an illusion spell rather than a conjuration spell. Creatures are allowed a Will save to recognize the summoned creatures as illusory as per the *shadow conjuration* spell. A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it is recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses.

Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are just one-fifth as large. A creature that succeeds at its save sees the shadow conjurations as transparent images superimposed on vague, shadowy forms. Objects automatically succeed at their Will saves against this spell.

This alters summon monster I.

Reinforced Images: At 2nd level, a holo-knight gains Solid Shadows[MSH] as a bonus feat and may apply this metamagic feat to their summon monster spell-like ability without changing the ability's level or casting time. The holo-knight does not need to meet the prerequisites for this feat. This replaces bond senses.

Shield Emitters (Ex): At 4th level, whenever the holo-knight is adjacent to or piloting their bonded mech, he gains a +2 shield bonus to their Armor Class and a +2 circumstance bonus on his saving throws. This replaces shield ally.

Mobile Emitters (Su): At 8th level the holo-knight no longer needs to be adjacent to or piloting their bonded mech to gain the benefits of the shield emitters ability. The holo-knight also gains the benefits of their shield emitter ability while adjacent to a creature summoned using their hard light summons ability. This replaces transposition.

Virtual Upgrade (Su): At 10th level holo-knight gains the ability to augment the functions of their bonded mech with holograms. The bonded mech gains a bonus Mech Enhancement that it qualifies for. The holo-knight may exchange this Mech Enhancement with any other that his bonded mech qualifies for with a minute of work.

A virtual upgrade does not count towards the number of Mech Enhancements the mech has for the purposes of deciding how long it takes to alter its body type, but can be changed during that process. A second virtual upgrade is gained at 18th level.

This ability replaces aspect and greater aspect.

Enhanced Shield Emitters (Su): At 12th level, whenever the holo-knight is piloting his bonded mech, any ally within reach of their mech gains a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. In addition the bonuses granted by the holo-knights shield emitters ability increases to +4. This replaces greater shield ally.

Unchained Summoner Subtypes[PFU]

Qlippoth Subtype

Invoked by only the most deluded, desperate, or malicious, Qlippoth Eidolons are abominable entities that often take incomprehensibly hideous forms. The fact that Qlippoth respond to the beckoning of summoners at all leads to worries about their true intelligence and intentions, of how the Qlippoth may seek to infiltrate, subvert, and observe mortal life so as to better destroy it.

Alignment: Chaotic evil.

Base Forms: Aberrant[HR], quadruped, serpentine.

Base Evolutions: At 1st level, qlippoth eidolons gain the resistance (cold) evolution and a +4 bonus on saving throws vs. poison and mind-affecting effects.

At 4th level, a qlippoth eidolon gains telepathy out to 300 feet, immunity to mind-affecting effects and gains cold resistance 10.

At 8th level, a qlippoth eidolon gains an additional evolution point.

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At 12th level, a qlippoth eidolon gains the frightful presence evolution and DR 5/lawful.

At 16th level, a qlippoth eidolon gains the immunity (cold) evolution. It also gains immunity to poison.

At 20th level, a qlippoth eidolon gains regeneration 5 (lawful weapons, lawful spells). It is still banished to regions unknown as normal for an eidolon if it takes enough damage.

Eidolon Evolutions

The following evolutions can be selected by any character who possesses an eidolon:

1-Point Evolutions

Basic Psionics: An eidolon learns to manifest a basic power as a psi-like ability. The summoner selects one psionic talent power. This power can be manifested once per day as a psi-like ability. At 4th level, this power can be manifested three times per day if the summoner spends 2 additional evolution points on this evolution. The manifester level for this psi-like ability is equal to the eidolon's Hit Dice, and the save DC is Charisma-based. The eidolon must have a Charisma score of at least 10 to take this evolution. This evolution can be selected more than once. Each time an eidolon selects this evolution, it applies to a new psi-like ability.

2-Point Evolutions

Minor Psionics: An eidolon learns to manifest a minor power as a psi-like ability. The summoner selects one 1st-level psionic power. This power can be manifested once per day as a psi-like ability with a manifester level of 1. At 4th level, this power can be manifested three times per day if the summoner spends 2 additional evolution points on this evolution. The manifester level for this psi-like ability is equal to the eidolon's Hit Dice, and the save DC is Charisma-based. The eidolon must have a Charisma score of at least 11 to take this evolution. This evolution can be selected more than once. Each time an eidolon selects this evolution, it applies to a new psi-like ability. The summoner must be at least 4th level before selecting this evolution.

3-Point Evolutions

Major Psionics: An eidolon learns to manifest a strong power as a psi-like ability. The summoner selects one 2nd-level psionic power. This power can be manifested once per day as a psi-like ability with a manifester level of 3. The manifester level of the eidolon's other psi-like abilities improves to 3. At 4th level, this power can be manifested three times per day if the summoner spends 2 additional evolution points on this evolution. The manifester level for this psi-like ability is equal to the eidolon's Hit Dice, and the save DC is Charisma-based. The eidolon must have a Charisma score of at least 12 to take this evolution. This evolution can be selected more than once. Each time an eidolon selects this evolution, it applies to a new psi-like ability. The summoner must be at least 7th level before selecting this evolution.

4-Point Evolutions

Ultimate Psionics: An eidolon learns to manifest a strong power as a psi-like ability. The summoner selects one 3rd- or 4th-level psionic power. This power can be manifested once per day as a psi-like ability with a manifester level of 7. The manifester level of the eidolon's other psi-like abilities improves to 7. At 4th level, this power can be manifested three times per day if the summoner spends 2 additional evolution points on this evolution. The manifester level for this psi-like ability is equal to the eidolon's Hit Dice, and the save DC is Charisma-based. The eidolon must have a Charisma score of at least 14 to take this evolution. This evolution can be selected more than once. Each time an eidolon selects this evolution, it applies to a new psi-like ability. The summoner must be at least 11th level before selecting this evolution.

Symbiat[USoP]

Technopath (Symbiat Archetype)

Few fully grasp the tremendous paradigm shift heralded by the genesis of AI; for the first time in history machines operate as intellectual equals rather than simple tools. Although understanding the wired consciousness is difficult, skilled individuals known as technopaths have learned to harness the networks of artificial thought all around them to enhance their abilities and awareness.

Technopathy (Su): A technopath gains the Mind[USoP] and Technomancy* spheres as bonus magic talents at 1st level and gains Program Puppeteer* as a bonus feat. This replaces mental powers.

Technological Insight (Ex): A technopath is well-versed in the functions of machinery, and gains a bonus on Knowledge (engineering) checks and Craft (mechanical) checks equal to 1/2 his level. This replaces ESP.

Machinist's Psionics: A technopath gains the following psionics at the listed levels:

Fluid Assets: At 1st level, a technopath may have any sprites they have created transfer to any eligible targets within range as an immediate action. The sprites can still act normally after being transferred in this way. This replaces telekinetic manipulation.

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Optimize: At 6th level, the technopath can cause a piece of equipment to grant a +2 insight bonus on attack rolls and damage rolls to any attacks made with it and to increase any bonuses it grants to AC and saving throws by 2. The technopath may affect an additional target at 9th level and every 3 levels thereafter, to a maximum of 5 targets at 18th level. This replaces telekinetic edge.

Cybernetic Network: At 11th level, the technopath can interlink the senses of himself and other creatures around him. All allies within 60 feet of the technopath share any of the following abilities that the technopath possesses: Evasion, uncanny dodge, improved uncanny dodge, and improved evasion. This replaces psionic fortress.

Omnilink: At 16th level, the technopath can tap into the minds and senses of a vast number of entities to triangulate the positions of everything in his environment. The technopath becomes aware of everything within medium range as if he had touchsight out to that range (as per the Advanced Alternate Divination[SoO] advanced talent from the Divination sphere). He is also considered to have line of sight and line of effect on anything that he perceives with this ability.

At 18th level and every 2 levels thereafter, the technopath can choose to grant this ability to one additional ally that he can perceive.

This replaces telekinetic colossus.

Countermeasures (Ex): At 3rd level, a technopath gains a +1 bonus on saving throws against technological effects and a +1 dodge bonus to AC against attacks from technological weapons and constructs. These bonuses increase by +1 every three technopath levels thereafter. This replaces danger sense and pushed movement.

Tactician[UP]

Imperator (Tactician Archetype)

Harnessing immense supernatural power to bend the wills and coordinate the minds of those around them, imperators create a collective of disciples over which they hold total command.

Weapon and Armor Proficiencies: Imperators are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition[SoM] of their choice. This alters weapon and armor proficiencies.

Trade Tradition: In addition, if this is the character's first level, they choose a trade tradition[SoG]. Their trade rank is adroit. If this is not the character's first level, they instead choose one trade talent from the Vocation sphere as a bonus talent. This replaces the tactician's normal class skills.

Casting: The imperator may combine spheres and talents to create magical effects. The imperator is considered a High-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition[USoP] the first time they gain the casting class feature.) This replaces lesser strategies, powers and power points.

Spell Pool: An imperator gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: An imperator gains a combat, magic, or skill talent (some of which are required to be utility talents) at the listed levels using the trained talent progression[SoG]. An imperator uses his casting ability modifier as his practitioner modifier.

Flexible Tactics: The DCs and effects of all of the imperator's class abilities and the Unwilling Participant feat are based on the imperator's casting ability modifier rather than Intelligence, Wisdom, or Charisma.

Might of Empire (Su): At 1st level, the imperator gains the ability to use a single sphere or talent of a member of his collective as if he had selected the sphere or talent himself. The imperator must meet the prerequisites for this sphere or talent and only retains the benefit so long as one of his collective members possesses the talent. Only talents which the imperator has identified or which come from willing members of his collective can be gained with this ability. The imperator may change what talent he

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gains as a standard action or as part of an action to add a creature to his collective (including from the Unwilling Participant feat). The imperator is aware of what talents members of his collective possess.

At 3rd level and every odd level thereafter, the imperator can gain the benefit of an additional sphere or talent with this ability, to a maximum of 10 at 19th level.

Ruler of Many (Su): At 2nd level, an imperator is treated as having any [mass] talents of any sphere for which he possesses the base sphere. This includes base spheres gained from the might of empire class feature. Effects that target only members of the imperator's collective ignore spell resistance. This ability replaces spirit of many.

Imperator's Domain (Su): At 5th level, the imperator receives Counterspell[USoP] as a bonus feat and may target any effect which is affecting a member of his collective or is being concentrated on by a member of their collective regardless of range. At 11th level, the imperator gains Improved Counterspell[USoP] as a bonus feat and may target any combination of effects which they can affect with Counterspell, to a maximum of one effect per 5 caster levels.

At 17th level, the imperator gains Greater Counterspell[USoP] as a bonus feat and may target any number of magic sphere effects affecting members of his collective.

This replaces improved share.

Echo Energies (Su): At 8th level, the imperator gains the ability to copy non-permanent magic sphere effects within his collective. If a member of the collective is affected by a magic sphere effect with a duration greater than 1 round, the imperator can echo it onto another member of his collective. To do so the imperator must first identify the sphere effect and any talents affecting it.

Echoing a magic sphere effect is a standard action that provokes attacks of opportunity and costs the imperator a number of spell points equal to the original effect's spell point cost. The new target must be legal for the effect in question (for instance, if he attempts to echo a Mind sphere *charm* onto a mindless creature, the echo will fail). If the effect allows a saving throw, the new target is entitled to a saving throw when the effect is echoed (same DC as the original effect).

Only the sphere effect itself is echoed: metamagic feats and special effects from class features do not echo. The echo has all the same decisions made as the original. For example, an Energy Resistance *aegis* echo would guard against the same energy type as the original effect. The echo takes effect at the same caster level as the originator. When the original effect ends or its target leaves the collective, all echoes of the effect also end. An echo can be dispelled as normal without dispelling the original.

An imperator can spend 1 additional spell point to target a number of additional creatures with the magic effect equal to 1/2 his imperator level.

This replaces echo effect.

Glory of Empire (Su): At 14th level, the imperator can spend a use of strategy as a swift action to grant all of his talents gained from the might of empire class feature to an ally within his collective. This effect lasts for a number of rounds equal to the imperator's casting ability modifier. An ally must possess spellcasting abilities in order to utilize magic talents gained from this ability.

At 20th level, the imperator may grant these talents to any number of allies within his collective rather than just one.

This ability replaces pooled knowledge and master strategist.

Martinet (Tactician Archetype)

Whereas most tacticians form a mutual relationship with their followers, a martinet's association with their followers is more antagonistic. Pushing their collective beyond their limits in painful and forceful manners, martinets ensure victory at all costs.

Uncaring Collective: The martinet is not negatively affected in any way if a member of his collective is reduced to 0 hit points or killed. This ability alters the tactician's collective class feature.

Press Onward (Su): At 1st level, the martinet gains the ability to force targets through pain and injury. As a swift action, the martinet can cause all members of his collective to delay any of the following status conditions on them for 1 round: confused, cowering, dazed, dazzled, disabled, dying (though they still take hit point damage each round), exhausted, fascinated, fatigued, frightened, nauseated, panicked, shaken, sickened, staggered, stunned, or unconscious. These conditions continue their normal durations once this effect ends. In addition, creatures affected by this ability gain temporary hit points equal to the martinet's level which last for the duration of press onward. When press onward ends, all collective members except the martinet take damage equal to the martinet's level.

At 5th level and every 4 levels thereafter, the duration of this ability extends by an additional round, to a maximum of 5 rounds at 17th level. The martinet can use this ability a number of times per day equal to 3 + his Intelligence modifier.

This ability replaces coordinated strike.

Unyielding Legion (Su): At 6th level, the martinet gains Diehard as a bonus feat, even if he does not meet the prerequisites, and can share this feat with creatures in his collective using his coordinate ability as if it were a teamwork feat. This ability replaces the teamwork feat gained at 6th level.

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Transfer Injury (Su): At 14th level, the martinet learns to keep his allies alive so long as they can remain useful to him. Whenever any member of his collective takes damage, the martinet may transfer as much of that damage as he wishes to other members of the collective however he wishes. This damage is empathic in nature and cannot be reduced by damage reduction. This ability replaces pooled knowledge.

Squad Leader (Tactician Archetype)

Squad leaders transform those under their command from individuals, into well-coordinated units far stronger than the sum of their parts. Using their mechs to tear through enemy lines and establish unassailable beachheads, squad leaders are a sought-after asset on any battlefield.

Bonded Mech: The squad leader gains a bonded mech*, treating his class level as his pilot level. This ability replaces the coordinated strike and lesser strategies class features.

Collective (Su): The squad leader's bond with his mech has strengthened and reinforced his mental pathways and receptiveness, creating neural networks that can be utilized for other purposes as well. As a standard action, a mech pilot can join any number of willing targets into his collective (up to his limit, see below). In order to add creatures to his collective, the squad leader must have line of sight to each target, each target must have a Wisdom score of at least 1, and all targets must be within medium range (100 feet + 10 feet per class level).

The collective can contain up to his Intelligence modifier or 1/2 his class level, whichever is higher. The squad leader is always considered a member of his own collective and does not count against this limit. If another squad leader is present when the collective is established, both pilots may be added to each other's collectives and do not count against the total number of targets in the collective.

The squad leader can choose to remove a member as a free action on his turn, and any member can voluntarily leave the collective as a free action on their turn. Any member whose Wisdom drops to zero or who moves out of range of the collective is automatically removed. If a member enters a *null psionics field*[UP], the connection to the collective is suppressed until the member leaves the field. A member who leaves the collective for any reason immediately loses any and all benefits they may have gained from being a member.

A squad leader is aware of the status of his collective and can, roughly, sense the presence of each member, although beyond telling if such a creature is still a member, this has no mechanical benefit until higher levels (see the tactician's telepathy class feature).

A squad leader can manifest certain powers through his collective. If a tactician power specifies one or more willing targets (or is harmless) and has a range greater than personal, he can manifest this power on a member of his collective regardless of the range of the actual power. All other non-range restrictions still apply. He may manifest any power with the network[UP] descriptor this way, regardless of their actual ranges or targets. If he is capable of manifesting powers or casting spells from a different class (as is the case for a multiclass mech pilot), any compatible spell or power with a range greater than touch can also be used through the collective.

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If a member of the collective dies, the member is removed from the collective and the mech pilot must attempt a Fortitude save (DC 15) or lose 1 power point for every Hit Die of the fallen member or be sickened for an equal number of rounds.

As a swift action, the squad leader may share any teamwork feat[APG] he knows with all members of his collective for a number of rounds equal to 1 + his Intelligence modifier.

This alters the standard tactician's collective class feature.

Remote Interface (Su): At 4th level, the squad leader gains Remote Piloting* as a bonus feat. In addition, the squad leader gains the ability to add unpiloted mechs into his collective. Unpiloted mechs are always treated as willing members of the collective. The squad leader can command any unpiloted mech that is part of his collective using Remote Piloting as if it were his bonded mech, though the squad leader cannot command a mech whose Hit Dice are greater than his class level -5 with this ability except for his bonded mech. A mech within the squad leader's collective is always considered to be within range of the Remote Piloting feat.

At 7th level, the squad leader may spend psionic focus to reduce the action cost required to remotely pilot a mech by one step (full-round action> standard > move > swift > free), though he can never reduce the action cost required to utilize an immediate action. This would allow a squad leader to, for example, expend both his psionic focus and his standard action to command an unpiloted mech in his collective to charge (normally a full-round action).

At 10th level and every three levels thereafter, the squad leader gains Remote Legion* as a bonus feat.

This ability replaces the strategy class feature.

Bonded Unity (Su): At 20th level, the squad leader does not need to spend psionic focus to reduce the action cost required to remotely pilot a mech by one step. In addition, mechs controlled by the squad leader through the Remote Legion* feat do not suffer any penalties to d20 rolls for being commanded alongside other mechs. This replaces the master strategist class feature.

Technician[SoM]

Invention - Exocortex

Mechanical enhancements are hardwired into your brain. Improvement benefits from an exocortex cannot be applied to any character other than the technician.

Prerequisites: None

Improvements

Combat Aptitude: The technician gains a combat feat of his choice as a bonus feat, chosen when this invention is created. This improvement may be selected once for every 6 technician levels the technician possesses, each time selecting a new combat feat.

Combat Tracking: As a move action, the technician can designate a foe for the exocortex to track. As long as that target is in sight, the exocortex feeds the technician telemetry, vulnerabilities, and combat tactics, allowing the technician to make attacks against that target and use combat sphere abilities on the target as if his base attack bonus from the technician levels were equal to his technician level. Designating another target causes the technician to immediately lose this bonus against the previous target.

This ability counts as the slayer's[ACG] studied target ability for the purpose of feats and for meeting prerequisites.

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Echolocators (requires electrical insight): The technician gains blindsense (Echosense[SoO]) out to 20 feet. This improvement may be selected multiple times, each time increasing the blindsense range by 20 feet.

Memory Module (requires chemical insight): The technician gains Skill Focus as a bonus feat. By spending martial focus, the technician may reduce the time needed to use the skill selected with Skill Focus. If the skill use would normally take 2 rounds or longer, the recipient of the aid finishes in half the time. If the skill use would normally take 1 round or less, reduce the time it takes by one step along this list: 1 round, 1 full-round action, 1 standard action, 1 move action, 1 swift action, 1 immediate action (taken at the end of the turn).

Multitargeting (requires combat tracking): The technician may use combat tracking on up to three creatures at a time. This improvement may be selected a second time, in which case the technician may use combat tracking on any number of targets.

Sonar Pulse (requires echolocators): The echosense from echolocators improves to blindsight (Echosight[SoO]).

Vigilante[UI]

Morphmech Renegade (Vigilante Archetype)

Although the production and use of mechs is primarily controlled by powerful nations, there exist a number of rogue pilots who have learned to construct and pilot mechs to great effect. These pilots, known for calling and customizing their mechs with psionic abilities, often operate in secret as criminals or vigilantes.

Delayed Vigilante Specialization: The morphmech renegade does not select a vigilante specialization until 2nd level. This alters vigilante specialization.

Bonded Mech: The morphmech renegade gains a bonded mech, treating his class level as his pilot level. This replaces the vigilante talents gained at 2nd, 6th, 10th, 14th, and 18th levels.

Pilot's Entrance (Su): Starting at 5th level, whenever the morphmech renegade assumes his vigilante identity, he may call his mech to his location as part of the action used to change identities. The mech appears as soon as the change is complete, and the morphmech renegade may enter his mech as a free action. This ability does not work if either the mech or the morphmech renegade is in an area where teleportation does not function. This replaces startling appearance.

Morphic Mech (Ps): Starting at 11th level, the morphmech renegade gains the ability to use *reconfiguration** as a psi-like ability a number of times per day equal to 1/2 his vigilante level. This replaces frightening appearance.

Turbo Morph (Ps): At 17th level, the morphmech renegade may expend two uses of his *reconfiguration* psilike ability to use the ability as a swift action. Alternatively, he may expend three uses to use mechanical combination* as a psi-like ability as a swift action with a manifester level equal to his vigilante level. This ability replaces stunning appearance.

Vitalist[UP]

Antestes (Vitalist Archetype)

An antestes harnesses the esoteric energies used to create omphaloi to build a cult of followers around themself.

Casting: The antestes may combine spheres and talents to create magical effects. The antestes is considered a High-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition[USoP] the first time they gain the casting class feature.) This replaces the knacks, medic powers, powers, and power points class features.

Spell Pool: The antestes gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points

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equal to his class level + his casting ability modifier. This pool replenishes once per day after roughly 8 hours of rest.

Moldable Talents: An antestes gains a magic talent at every even level. However, unlike most talents, an antestes is able to change these particular talents as he desires. Whenever the antestes rests to regain spell points, she may change any and all of the moldable talents, losing the previous ones and gaining new spheres and new talents in their place. Only moldable talents can be changed in this way; talents gained in any other way are not eligible to be changed in this fashion.

Flexible Treatment: The DCs and effects of all of the antestes' class abilities and the Unwilling Participant feat are based on the antestes' casting ability modifier rather than Wisdom.

Antestes' Method (Su): An antestes gains a unique method focused on the manipulation and amplification of magical energies for his followers. An antestes does not select a method.

Antestes's Touch (Su): An antestes of 2nd level who utilizes transfer wounds can spend up to one spell point per two antestes levels to grant the target an equal number of temporary spell points. These temporary spell points last a number of rounds equal to the antestes' casting ability modifier (minimum 1).

Ruler of Many (Su): At 2nd level, an antestes is treated as having any [mass] talents of any sphere for which he possesses the base sphere. Effects that target only members of the antestes' collective ignore spell resistance. This ability replaces spirit of many.

Request Invocation (Su): Starting at 5th level, members of an antestes' collective are able to request aid from the antestes. As a standard action, any member of the antestes' collective can request assistance. The antestes can grant this request as a free action by creating a spell effect which could be created as a standard action and targets only the requesting creature, even if it is not his turn. The antestes can do this a number of times per day equal to 3 + his casting ability modifier. This replaces request aid.

Antestes's Pulse (Su): At 6th level, as a free action, an antestes may project a pulse to all members of his collective by spending one spell point, granting them a +1 insight bonus to MSB (and thus a +1 bonus to MSD) for one round. This bonus increases by 1 at 12th level and every 6 antestes levels thereafter.

Swift Aid (Su): At 8th level, an antestes may, as an immediate action and by expending either psionic focus or a spell point, grant a member of his collective a +1 insight bonus to their caster level that lasts until the beginning of the target's next turn. This insight bonus increases by +1 at 16th level.

Bonus Feats: At 9th and 18th level, the antestes gains a bonus feat. This feat may be selected from Extra Magic Talent[USoP] or any feat which has casting as a prerequisite (item creation feats, metamagic feats, Sphere Focus[USoP], Circle Casting[USoP], etc.). This replaces expanded knowledge.

Antestes's Expertise (Su): At 11th level, the antestes may apply a [mass] talent to any magic sphere effect they use without spending any additional spell points.

Master Antestes (Su): At 20th level, an antestes can spend either psionic focus or a spell point as a full-round action to shroud a member of his collective in overcharged energies. The target gains a +4 insight bonus to caster level and gains spell resistance equal to 11 + the antestes' level. This effect lasts for one minute and can be used once every 10 minutes.

Medimechanic (Vitalist Archetype)

As forms of life expand, so must medicine. A skilled healer in the age of cybernetics must be both doctor and mechanic, tending to the ravages of machines as well as organic beings.

Class Skills: The medimechanic gains Knowledge (engineering) as a class skill.

Collective: Medimechanics are capable of bonding minds not only with intelligent creatures, but also with machines, investing part of their consciousness into the maintenance of a device. In addition to the normal entities that can be added to a vitalist's collective, a medimechanic can add objects to their collective, as though they were qualifying creatures.

Unattended objects are always considered willing targets but do count towards the number of creatures a medimechanic can have in their collective. Attended objects allow a Will save from their wielder (DC 10 + 1/2 the medimechanic's level + his Wisdom modifier) to avoid being added.

This alters collective.

Mechanic Powers: A medimechanic is adept at using certain repair-based powers in inventive ways. The following powers gain the network descriptor when manifested by a medimechanic, and are added to his power list if they are not already there: all powers of the (healing) subdiscipline, *animal affinity*[UP], *ecto protection*[UP], *ectoplasmic recreation**, *greater modify matter*[UP], *id autopilot**, *kinetic arsenal**, *malfunction**, *modify matter*[UP], *physical acceleration*[UP], *psionic recharge**, *timeless body*[UP], *transfer charge**, *and vigor*[UP]. This replaces medic powers.

Collective Repair (Su): The medimechanic gains the ability to exchange different methods of healing through their collective. Whenever an object or construct in the medimechanic's collective could regain lost hit points, the

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vitalist may use his collective healing class feature to redirect any or all of that healing to one or more other objects or willing constructs in the collective. The medimechanic may not direct object or construct healing to living creatures, and vice versa. This alters collective healing.

Lesser Transfer Wounds: As the medimechanic must learn how to handle both biological and mechanical bodies, he lacks the expertise needed to perform certain procedures. The medimechanic does not gain the transfer wounds class feature until 4th level, and always heals 1d6 less than a normal vitalist would. This alters transfer wounds.

Steal Health: The medimechanic is capable of using this ability on constructs and objects, even though they do not have a Constitution score. This alters steal health.

Psyche Preserver (Vitalist Archetype)

The world is filled with horrors that most mortals would rather hide from, secrets and experiences that can ravage a person's mind like a blade may rend their body. Psyche preservers are vitalists who specialize in treating or handling these injuries, perhaps not always healing but nonetheless mitigating mental trauma.

Preserver Powers: The following powers gain the network descriptor when manifested by a psyche preserver, and are added to his power list if they are not already there: all powers of the (healing) subdiscipline, *aura alteration*[UP], intellect fortress[UP], memory modification[UP], mind seed[UP], personal barred mind[UP], psychic chirurgery[UP], suppress compulsion[UP], synesthete[UP], thought shield[UP], and tower of iron will[UP]. This replaces medic powers.

Transfer Scars (Su): This ability functions as transfer wounds (including as part of vitalist's touch class feature), save that instead of normal damage it instead transfers strain[SBA] damage. The psyche preserver does not gain the transfer scars ability until 4th level, at which point it heals 1d6 points of damage rather than 2d6. This increases by 1d6 at 10th and 19th levels. This ability replaces transfer wounds.

Collective Safeguard: In addition to the normal use of collective healing, the psyche preserver gains the ability to transfer strain damage between members of their collective. Whenever a creature in the psyche preserver's collective takes strain damage, the psyche preserver may allocate that strain damage across any members of their collective, distributing it to other members of the collective when the damage is dealt.

Example: Marissa the ranger is a member of Ganymede the psyche preserver's collective. Marissa has her first encounter with a flying polyp[B4], failing her Will save and taking 14 points of strain damage. Ganymede may redistribute this 14 points of damage across members of her collective in any way she wishes, such as by dealing 4 to Marissa, 4 to himself, and 6 to another member of the collective.

This ability alters collective healing.

Strain Sense (Su): Starting at 2nd level, in addition to its normal uses, the psyche preserver may use his health sense ability to detect how much strain damage any member of their collective has taken, alongside the members' strain score, strain edge, and strain threshold. This ability alters health sense.

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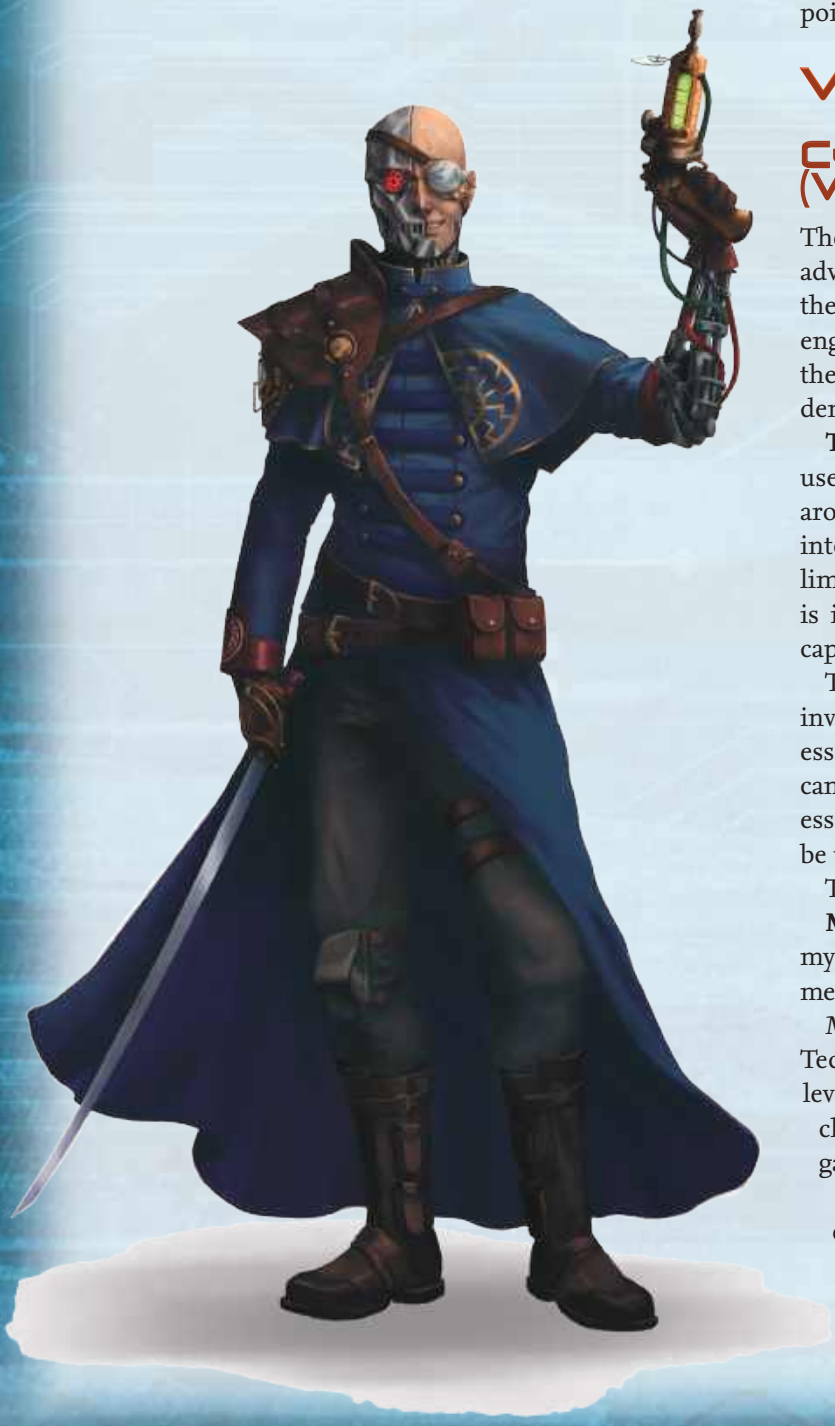
Tranquility Pulse (Su): Instead of the normal pulse ability gained at 6th level, a psyche preserver gains the following pulse.

Tranquility Pulse: As a free action, a psyche preserver may spend one power point to send a pulse to all members of his collective. This enables them to ignore the effects of any *severances*[SBA] or mind-affecting effects for one round.

Sanctity Ward (Su): At 7th level, the psyche preserver learns to shield his allies from mental harm. As an immediate action, when any members of the psyche preserver's collective would take strain damage, the psyche preserver may expend a use of transfer scars to negate an amount of strain damage on all members of their collective equal the amount of damage that transfer scars could normally transfer. At 13th level, the psyche preserver may expend psionic focus to maximize the damage negated by this ability (as if he had rolled the maximum result on the d6s).

Respite from Madness (Su): At 19th level, the psyche preserver figures out the miraculous process of reversing strain damage, potentially healing broken minds through his abilities. When the psyche preserver uses an ability that can heal ability damage, he may restore a number of points of strain damage equal to the number of power points spent on the power as well.



Vizier[AM]

Cyborg Engineer (Vizier Archetype)

Though many may utilize the wide array of technological advancements that permeate society, few truly command them with the skill and understanding of a cyborg engineer. By harnessing his innate abilities to augment the devices and materials around him, cyborg engineers demonstrate a mastery of all machines.

Technological Investment: A cyborg engineer may use his own internal mechanisms to operate machines around him. The cyborg engineer may invest his essence into technological items that he possesses. The normal limitations for essence capacity apply, and this capacity is increased by the cyborg engineer's improved essence capacity ability.

The cyborg engineer chooses how much essence to invest at the start of the day when he shapes his veils, and essence distributed to technological items in this way cannot be redistributed for 24 hours. For every point of essence distributed in a technological item, the item can be used once without consuming any charges.

This ability replaces eldritch insight.

Mechanical Attunement: In place of the vizier's normal mystic attunements, a cyborg engineer may select the mechanical attunement, which grants the following abilities.

Mechanical Attunement: The cyborg engineer gains Technologist* as a bonus feat and may add 1/2 his class level (minimum 1) to all Craft and Knowledge (engineering) checks that he attempts. In addition, the cyborg engineer gains the following abilities:

Fluid Energy: A cyborg engineer is capable of transferring energy between batteries with ease, transforming the shape and nature of energy with a thought. As a swift action, a cyborg engineer may transfer a number of charges equal to his class level between

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two technological devices within a 30-foot radius. These exchanged charges can be allocated however the cyborg engineer prefers.

Augment Technology: Whenever a creature within 30 feet of the cyborg engineer attacks with a technological weapon, the cyborg engineer may grant the weapon a +1 bonus to its save DC and a bonus equal to the cyborg engineer's Intelligence modifier to its damage roll.

At 5th level, the cyborg engineer receives Craft Technological Item* as a bonus feat.

At 9th level, the cyborg engineer receives Craft Technological Arms and Armor* as a bonus feat.

At 13th level, the cyborg engineer receives Craft Cybernetics* as a bonus feat, even if he does not meet the prerequisites.

At 17th level, the cost of crafting all technological items is reduced by 25%.

Viziers and Psionic Items

At GM discretion, a vizier may use eldritch insight, technological investment, or similar abilities to invest essence into items that use power points (such as dorjes[UP], psicrowns[UP], and other items). When they do so, the ability reduces the number of power points used with each manifestation from the item by 1 for every point of essence invested in this ability (minimum 0).

Attunements

Path of the Gestalt

A vizier who chooses this path has bonded their existence with a swarm of nano machines, so that as one they can accomplish feats that neither could alone. At 1st level the vizier gains Psicrystal Affinity[UP] as a bonus feat, even if he does not meet the prerequisites. He uses his class level as his manifester level to determine the power of his psicrystal. A psicrystal gained in this way always has the nanite swarm* archetype. If their psicrystal is destroyed, the gestalt can gain a new one after they shape their veils for the day.

Akashic Swarm (Su): The vizier gains the ability to invest essence into his nanite swarm just like a veil or other akashic receptacle. For each point of essence invested in the nanite swarm, it gains a +1 insight bonus on saving throws and skill checks, and gains 5 additional hit points. If the nanite swarm takes enough damage to be destroyed, the gestalt regains any essence invested in it, but takes essence burn equal to the amount of essence regained.

Once he reaches 3rd level, the vizier can use his veilshifting ability to temporarily change the purpose ability possessed by his psicrystal as if reshaping a veil. They can only use this ability to gain access to the gray goo and nano-material cloud purpose abilities. This change lasts for a number of rounds equal to the vizier's Intelligence modifier and counts as a veil being reshaped for the purposes of the veilshifting ability.

Gestalt Talent: At 5th, 13th, and 17th level the vizier selects a gestalt talent from the list available to the hivemind*. He must meet the prerequisites of any gestalt talent and has an effective hivemind level equal to his vizier level for the purpose of meeting prerequisites. If the vizier uses veilshifting to change his swarm's purpose ability, he loses the benefits of any gestalt talents he no longer meets the prerequisites for.

Swarm Conduit: At 9th level, the vizier gains the ability to share one veil they have shaped with their nanite swarm. The veil must be shaped to one of the following slots and the nanite swarm is considered to have these slots for the purpose of this ability: Body, Head, Headband, or Ring. The nanite swarm gains the benefits of any essence the vizier has invested in the shared veil, but retains the veil and its benefits only if it is within 30 feet of the vizier. The vizier may change which veil is shared in this way as standard action. If a shared veil grants a natural attack or produces a weapon, the nanite swarm cannot attack.

When the vizier's nanite swarm gains the channel power ability, the range of this ability increases from 30 feet to 1 mile.

Voyager[PAV]

Projectionist (Voyager Archetype)

Within the Shadow Plane are an endless web of pathways which can be exploited through magic or science to traverse the network of existence. Projectionists are masters of this art, harnessing the altered distances of the shadows to outmaneuver their foes.

Weapon and Armor Proficiencies: Projectionists are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is her first level in any class, she may select a martial tradition[SoM] of their choice. This alters weapon and armor proficiencies.

Trade Tradition: In addition, if this is the character's first level, they choose a trade tradition[SoG]. Their trade rank is adroit. If this is not the character's first level, they instead choose one trade talent from the Vocation sphere as a bonus talent. This replaces the voyager's normal class skills.

Casting: The projectionist may combine spheres and talents to create magical effects. The projectionist is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition[USoP] the first time they gain the casting class feature.) This replaces talents, powers and power points.

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Spell Pool: A projectionist gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A projectionist gains a combat, magic, or skill talent (some of which are required to be utility talents) at the listed levels using the journeyman talent progression[SoG] (or the virtuoso talent progression[SoG], if the projectionist exchanges the weaver of shadows class feature). A projectionist uses her casting ability modifier as her practitioner modifier.

Flexible Movement: The DCs and effects of all of the projectionist's class abilities are based on the projectionist's casting ability modifier rather than Intelligence. Any voyager ability that would involve a manifester level check instead uses a magic skill check.

Shadowdancer (Su): At 1st level, the projectionist gains the Illusion[USoP] sphere and Warp[USoP] sphere as bonus spheres and treats her class level as her caster level for Warp sphere effects that target only herself. This replaces accelerate.

Strike from Shadow (Su): At 2nd level, the projectionist gains Pouncing Teleport[USoP] as a bonus talent. In addition, the projectionist can spend momentum as part of a *teleport* to accomplish various effects. The Projectionist may only apply one strike from shadow effect for any given action, plus an additional effect at 13th level.

Adept Teleport: By spending a number of points of momentum equal to 1/2 her projectionist level as part of a *teleport*, the projectionist may reduce the spell point cost of the teleport by 1 (minimum 0).

Ripple: For every point of momentum spent in this way, the projectionist gains a 5% miss chance against all attacks for one round, to a maximum of 50%.

Shadow Echo: If the projectionist spends a number of points of momentum equal to 1/2 her caster level for the Illusion sphere, she may create a *figment* or *trick* effect occupying any space she travels through during her *teleport*. The projectionist must spend spell points as normal for this effect.

Stride: For every point of momentum spent in this way, the projectionist may increase the maximum range of her *teleport* by 5 feet. Extra distance gained from this ability does not grant the projectionist momentum.

At 5th level, the projectionist adds the following abilities to their list of augmentations for strike from shadow.

Ephemeral Leverage: If the projectionist spends 3 points of momentum, she may attempt a combat maneuver as a free action against a single creature within her reach at the start or the end of the teleport. For every 3 additional points she spends, she may attempt another combat maneuver against a different creature within this range. These combat maneuvers do not provoke attacks of opportunity.

Quantum Convergence: If the projectionist spends 2 points of momentum, she may roll twice on a single attack roll made as part of a pouncing teleport, taking the higher result.

At 9th level, the projectionist adds the following abilities to their list of augmentations for strike from shadow.

Up from Shadow: If the projectionist has used teleport since the start of her last turn, she may spend momentum in place of shadow points. She may only have one surreal feat effect created through momentum active at a time. This improves to a number of effects equal to her casting ability modifier (minimum 2) at 17th level.

At 13th level, the projectionist adds the following abilities to their list of augmentations for strike from shadow.

Shadow Ripper: For every 3 points of momentum spent, the projectionist may make a single attack against a creature adjacent to them at the beginning or end of their teleport.

This replaces manifestation of speed.

Weaver of Shadows: At 4th level, the projectionist gains Shadow Magic[USoP] as a bonus feat, or another surreal feat[USoP] if she already possesses this feat. The projectionist gains a number of additional shadow points equal to her

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casting ability modifier and treats her class level as her caster level for any illusion effect on which she spends shadow points. At 5th level and every 5 levels thereafter, the projectionist gains an additional surreal feat as a bonus feat. This replaces stored power, voyager knowledge, and astral voyager. This class feature may be exchanged to improve the projectionist's talent progression from journeyman to virtuoso.

Countless Selves (Su): At 16th level, the projectionist can reach into the shadow plane and pull out an alternate version of herself by spending 10 minutes in meditation. This functions as the Complete Reversion[USoP] advanced Time[USoP] talent, save that the projectionist must retain at least 16 levels of projectionist voyager at the end of the meditation. This replaces fate in flux.

Spell Echo: The following parallel action should be used with the projectionist in place of the power echo action

Spell Echo: The projectionist's alternate selves gather and hold an echo of the next sphere effect she spends spell points on within 1 round. The echo itself, once created, lasts until the end of her next turn. If the projectionist spends at least 2 spell points on the same sphere effect as an echo before it expires, the projectionist expends the echo and is refunded half the spell points they spent on the second casting (rounded down). This ability cannot be combined with other effects that would refund spell points; only the highest refund applies. A sphere effect whose cost is partially refunded will still charge a new echo, if the projectionist used this parallel action again in preparation for it.

Road Phantom (Voyager Archetype)

Drivers and pilots take a wide variety of forms, and some have learned to harness their psionic abilities to become masters behind the wheel. Road phantoms earn their name for the augmented speed which they can endow upon their vehicles and their apparent ability to occupy multiple places at once.

Class Skills: The road phantom gains Fly and Ride as class skills.

Diminished Manifesting (Su): The road phantom's psionic abilities are weaker than those of most other voyagers. The road phantom does not gain talents at 1st level, nor does she gain an additional power known at 2nd level and every three levels thereafter (5th, 8th, 11th, etc.). This replaces the talents class feature and alters the road phantom's powers known.

Bonded Mech (Ex): The road phantom gains a bonded mech*, treating her class level as her pilot level.

Ace Behind the Wheel (Ex): When attempting a Fly or Ride check to maneuver a vehicle or while piloting a mech, the road phantom can expend her psionic focus to roll twice and take the higher result. If the road phantom could take 10 on the check, she can choose to use this ability to take 10 with one die and roll the other die (using the higher result). This replaces trap foresight.

Speed Demon (Su): While she is psionically focused, the speed of any vehicle the road phantom is piloting increases by 10 feet. If the road phantom is piloting a mech, this bonus also applies to her speed. At 3rd level and every 5 class levels thereafter, this bonus increases by 10 feet. The road phantom may expend her psionic focus to double this bonus for one round. This replaces accelerate, but counts as accelerate for the purpose of meeting prerequisites (for example, the Faster and Faster[PAV] feat applies a bonus to this ability rather than to accelerate).

Ghost Driver (Su): At 3rd level, the road phantom can choose to use her mech's location in place of her own location for the purpose of determining range with her parallel actions. In addition, once per round as a free action, the road phantom can move her mech a distance up to 15 feet + 5 feet per 3 additional class levels past 3rd level. This movement provokes attacks of opportunity as normal. This ability replaces afterimage but counts as afterimage for the purpose of meeting prerequisites (for example, the Independent Action[PAV] feat would allow the road phantom to move her mech in place of moving her afterimage). Any parallel actions which would normally apply to the afterimage (such as Keep Watch) instead apply to the mech.

Psionic Rigger (Ex): In addition to the bonus feats that she can select from either the voyager knowledge or gunfire training[PAV] lists, the road phantom can select the following feats in place of powers of the corresponding levels:

1st and 2nd: Biomech Pilot*, Extra Mech Enhancement*, Vehicle Expert*, Psicrystal Affinity[UP], Remote Piloting*, Technologist*

3rd and 4th: Psi-Core Upgrade*, Craft Mech*, Remote Legion*

Automatic Mode: At 11th level, the road phantom must select the following parallel action as one of her advanced support parallel actions:

Autofire: The road phantom's bonded mech is capable of defending itself. As a parallel action, the voyager's bonded mech may make an attack with one of its weapons as if the mech were remotely piloted.

Wilder[UP]

Overcharger (Wilder Archetype)

Artifice is not an exact science, at least not with current understanding. Overchargers are living manifestations of this fact, defying the normal limits of technology by raw force of will and pushing equipment well beyond normal limits. Even a single overcharger armed with only rudimentary equipment can pose a threat to the best-armed opposition due to their uncanny ability.

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Gear Surge (Su): The overcharger gains the ability to amplify the capacity of equipment in a variety of ways. As a free action, the overcharger may apply one of the following bonuses to a piece of equipment she is using until the start of the overcharger's next turn. A piece of equipment cannot be affected by more than one instance of gear surge at a time.

- The item's granted enhancement or deflection bonus to AC, to natural armor, or on attack and damage rolls increases by 1.
- The item's granted resistance, luck, or morale bonus on saving throws increases by 1.
- The saving throw DCs and skill check DCs needed to resist the item's effects increase by 1.
- The item's caster level or manifester level increases by 1.

At 7th level and every 8 levels thereafter, the benefits of this ability increase by an additional 1.

Every time that an overcharger uses her gear surge ability, she has a 15% chance of suffering the effects of psychic enervation (as a normal wilder). For the purpose of prerequisites, effects of feats, and other class features, gear surge is treated as the normal wilder's wild surge ability.

This ability replaces wild surge.

Surge Bond: In addition to the normal list of surge bonds, an overcharger may select from the following surges:

Armsmaster Surge

Gear Surge and Psychic Enervation: An armsmaster overcharger specializes in channeling her abilities through weapons and armor. The armsmaster overcharger gains a +1 bonus on attack rolls with weapons affected by her gear surge and ignores any armor check penalties or movement speed reduction for armor or shields affected by her gear surge which she is proficient with. This bonus increases by 1 at 5th level and every 4 levels thereafter. When an armsmaster overcharger suffers psychic enervation, she loses a number of power points equal to her manifester level and is staggered until the end of her next turn.

Surge Bond: An armsmaster overcharger gains proficiency with medium and heavy armor, martial weapons, and a single weapon of her choice. She may choose "firearms" or "heavy weapons" as the type of weapon she is proficient with.

Improved Surge Bond: At 5th level, when an armsmaster overcharger uses her gear surge on a weapon she is wielding, she may apply a weapon special ability with an enhancement bonus of +1 which can be applied to a soulknife's mind blade[UP] to the weapon for the duration of the gear surge. When an armsmaster charger uses her gear surge on a suit of armor or a shield she is wearing, she may apply an armor special ability with an enhancement bonus of +1 which can be applied to an armored blade or shielded blade's mind armament[UP] or mind shield[UP] for the duration of the gear surge. This enhancement bonus increases by +1 at 9th level and every 4 levels thereafter and may be divided between multiple enhancements (for example, a 9th-level wilder could use gear surge to apply the *flaming* and *keen* special abilities to her greatsword or the *holy* special ability to her greatsword).

Malfunction Surge

Gear Surge and Psychic Enervation: A malfunction overcharger's abilities have the unique effect of tampering with machinery. When a malfunction overcharger uses her surge, she may choose a magical or technological item[TG] within close range (25 feet + 5 feet per 2 overcharger levels).

If the chosen item is magical, the overcharger attempts a dispel check against the item's manifester level (DC is 11 + the item's caster or manifester level), suppressing the item's magical or psionic properties until the start of the overcharger's next turn (as per *dispel psionics*[UP], with a duration of 1 round) on a successful check.

If the chosen item is technological, the item's wielder must attempt a Fortitude save (DC 10 + 1/2 the overcharger's level + her Charisma modifier). On a failed saving throw, the item cannot use any abilities that require charges until the start of the overcharger's next turn and immediately ends any of its effects which require charges. Unattended equipment automatically fails its save. An item cannot be targeted by malfunction surge more than once per round.

When the malfunction overcharger suffers psychic enervation, she loses a number of power points equal to her manifester level and all of her equipment is treated as if it had been affected by her malfunction surge.

Surge Bond: The overcharger gains a +2 bonus on saving throws against effects created by items.

Improved Surge Bond: At 5th level and every 4 levels thereafter, the malfunction overcharger increases their bonus on saving throws against items by 1 and gains a +1 bonus on dispel checks attempted as part of a gear surge. At 9th level and every 8 levels thereafter, the Fortitude saving throw DC of the malfunction overcharger's gear surge increases by 1.

Pilot Surge

Gear Surge and Psychic Enervation: A pilot overcharger channels her abilities through a mech or vehicle to augment its capabilities. A pilot overcharger can use gear surge on her mech's natural attacks. A pilot wilder overcome by psychic enervation is dazed until the end of her next turn and loses a number of power points equal to her manifester level.

Surge Bond and Improved Surge Bond: A pilot overcharger gains a bonded mech, treating her class level as her pilot level.

Lasting Power (Su): Starting at 4th level, whenever an overcharger uses her gear surge ability, she may choose one piece of technological equipment she is carrying. For a number of rounds equal to the bonus granted by the

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gear surge, this piece of equipment does not lose charges when used. Nanite canisters[TG] and other specialized ammunition other than charges are consumed normally.

At 12th level and every 8 levels thereafter, the overcharger may select one additional piece of equipment to be affected by this ability.

This ability replaces surging euphoria.

Ultimate Surge: At 20th level, an overcharger may supercharge everything around her once per day. This causes any number of items within 30 feet of the overcharger to be affected by the overcharger's gear surge, which has its bonus increased by an additional +5. Attacks made with weapons under the effects of ultimate surge ignore all damage reduction, hardness, energy resistance, and even energy immunity that their targets may possess.

After one round, the overcharger is struck by psychic enervation afterwards without fail, except she suffers her associated condition (dazed, staggered, etc.) for 1d4 rounds and loses a number of power points or hit points (dependent on path) equal to her manifester level + 10. The overcharger also takes 2 points of ability burn to every ability score.

This ability replaces perfect surge.

Stellar Echo (Wilder Archetype)

Drawing upon the ethereal reverberations of long-lost cosmic civilizations, the stellar echo calls up visions of ruin and decay to inhibit the abilities of their foes. This power is utilized by those who wish to bring devastation upon a culture as well as those who wish to stop such ends.

Casting: The stellar echo may combine spheres and talents to create magical effects. The stellar echo is considered a High-Caster. (Note: All casters gain 2 bonus talents and a casting tradition[USoP] the first time they gain the casting class feature.) This replaces the powers class feature.

Spell Points: The stellar echo gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: A stellar echo gains 3/4ths of a magic talent per level. The stellar echo may choose to lose the surging euphoria class feature to instead gain a magic talent every level.

Condemnation: At 1st level, each stellar echo comes to embody a unique facet of a civilization's self-destruction, drawing power from a specific pattern of ruin. This replaces surge blast, surge bond, improved surge bond, and perfect surge.

Ruin Surge (Su): By unleashing the memories and pain of the countless civilizations which have fallen in ages past, the stellar echo can unleash a suppressive force known as a ruin surge. The stellar echo may choose to invoke her ruin surge whenever she casts a spell or sphere effect; if she does, treat the caster level of that effect as 1 lower (to a minimum of 1) when calculating caster level-dependent effects (including DC). When the stellar echo invokes ruin surge, all hostile creatures within close range (25 feet plus 5 feet per 2 class levels) treat their caster levels and MSBs (and thus MSDs) as 1 lower when calculating caster level-dependent effects and for the purposes of dispelling attempts (minimum 0). Creatures with a caster level of 0 or lower cannot create magic sphere

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effects. Targets do not suffer any penalties outside of those related to caster levels, MSB, and MSD (for example, level-dependent class abilities are not reduced in power). The penalties inflicted by ruin surge last until the beginning of the stellar echo's next turn.

At 3rd level and every 4 levels thereafter, the penalties inflicted by this ability increase by 1 (-2 at 3rd level, –3 at 7th level, –4 at 11th level, –5 at 15th level, –6 at 19th level, etc.). The stellar echo may not intentionally lower these penalties; the ruin surge always draws power into itself at its maximum intensity. A stellar echo can benefit from items, effects, and abilities that would normally increase the bonus of a wilder's wild surge class feature. Any such effect, when applied to the stellar echo, instead increases the penalties of her ruin surge by an equal amount. For the purposes of prerequisites and requirements, ruin surge counts as wild surge with a bonus equal to the penalty inflicted.

This ability replaces wild surge and psychic enervation

Surging Euphoria (Ex): The stellar echo gains the benefits of the surging euphoria ability when she invokes her ruin surge. This alters surging euphoria and may be replaced to improve the stellar echo's talent progression.

Stellar Echo Condemnations

Conflict

Echoes of conflict embody the ruin brought down by endless warfare, where civilizations starve themselves in perpetual conquest or futile crusades.

Bloodshed Surge (Su): Whenever a stellar echo of conflict invokes her ruin surge, she and any hostile creatures in range take a penalty to AC equal to the penalty from ruin surge for the duration of the ruin surge.

Martial Lore: In addition to the wilder's normal weapon and armor proficiencies, a stellar echo of conflict selects a single martial tradition[SoM] at 1st level. She may select either combat talents or magic talents when she would gain talents from her stellar echo progression.

Martial Knowledge (Ex): At 5th level and every 4 levels thereafter, the stellar echo gains a bonus combat feat.

Mutually Assured Destruction (Su): At 20th level, once per day as a free action, the stellar echo may invoke absolute devastation on herself and everyone around her. This functions as ruin surge, save that the penalty increases to -10 and affected creatures (including the stellar echo) take 10d6 additional points of damage from all sources for the duration of the ruin surge.

Decadence

Echoes of decadence reflect the collapse of civilizations through excess or lassitude, the neglect of culture and industry leaving it open to overthrow.

Indolence Surge (Su): Whenever a stellar echo of decadence invokes her ruin surge, she and any hostile creatures in range take a penalty to attack rolls and skill checks equal to the penalty from ruin surge for the duration of the ruin surge.

Treasures of the Vault (Su): At 1st level, the stellar echo gains a single piece of bound equipment ability of an armorist[USoP] of her stellar echo level. The stellar echo does not gain additional pieces of bound equipment at higher levels.

Vaunted Spoils: At 5th level and every 4 levels thereafter, the stellar echo gains an armorist arsenal trick, using her stellar echo level in place of her armorist level. The stellar echo may select the additional binding arsenal trick up to three times.

Twilight of Idols (Su): At 20th level, once per day as a free action, the stellar echo may harness visions of sudden downfall to unleash on her opponents. This functions as ruin surge, save that the penalty increases to -10 and all targets suffer 2d4 negative levels. These negative levels ignore any immunity to negative levels targets might possess.

Desolation

Echoes of desolation invoke civilizations who have destroyed themselves by ruining their environment with pollution or overconsumption.

Contaminant Surge (Su): Whenever a stellar echo of desolation invokes her ruin surge, she and any hostile creatures in range take a penalty to Fortitude saving throws equal to the penalty from ruin surge for the duration of the ruin surge.

Lost Developments: At 1st level, the stellar echo gains an alchemical discipline as a legendary alchemist[LAlc]. She uses her stellar echo level as her legendary alchemist level and her casting ability modifier in place of her Intelligence modifier for the purpose of determining its effects and gains the respective discipline breakthroughs at 5th, 11th, and 17th levels as well as the discipline defenses at 9th and 19th levels. The stellar echo also gains a pool of quintessence as a legendary alchemist of her stellar echo level and may select legendary alchemist discoveries in place of feats.

Stillborn Dream (Su): At 20th level, once per day as a free action, the stellar echo may swallow her foes in a lifeless, inhospitable landscape. This functions as ruin surge, save that the penalty increases to -10 and all targets take 2d6 points of Constitution drain and become exhausted.

Schism

Echoes of schism channel the demise of nations and cultures through infighting and division, where neighbor is set against neighbor until no unity can be sustained.

Fanatic Surge (Su): Whenever a stellar echo of schism invokes her ruin surge, she and any hostile creatures in

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range take a penalty to Will saving throws equal to the penalty from ruin surge for the duration of the ruin surge.

Severed Self (Su): At 1st level, the stellar echo gains a second identity which may be at odds with her normal identity. This severed self shares memories and basic goals with the stellar echo's normal personality but goes about meeting those goals in a different manner. The severed self may even appear to be a different race or gender than her normal form; they may look as different as two unrelated people. The severed self often has their own name and may attempt to maintain independent relationships and strongholds. The severed self even has their own alignment (which is selected by the player but must be different from the stellar echo's normal alignment). The change in alignment only affects the stellar echo while in her severed self.

The stellar echo's severed self and normal self occupy the same body and can be swapped between in a process that takes 1 hour. The severed self and normal self each have their own set of magic talents and rogue talents gained from stellar echo levels, meaning that the severed self and normal self could have very different abilities.

Tools of Subterfuge: At 5th level and every 4 levels thereafter, the stellar echo gains a rogue talent of her choice, using her stellar echo as her rogue level for the purpose of prerequisites and effects. Starting at 13th level, she may select advanced rogue talents.

Weapons of Thought (Su): At 20th level, once per day as a free action, the stellar echo may shatter the perceptions of hostiles within range. This functions as ruin surge, save that the penalty increases to -10 and affected creatures become enraged[SoG] towards other targets of the stellar echo's choice.

Stagnation

Echoes of stagnation evoke an obsession with established traditions and a refusal to change from set ways, ensuring collapse as a culture perpetuates endemic failures.

Rigidity Surge (Su): Whenever a stellar echo of conflict invokes her ruin surge, she and any hostile creatures in range take a penalty to Reflex saving throws equal to the penalty from ruin surge for the duration of the ruin surge.

Immaculate Doctrine (Su): At 1st level, the stellar echo gains the judgment ability of an inquisitor[APG] of her class level, gaining the second judgment class feature at 8th level and the third judgment class feature at 16th level.

Syncretized Word: At 5th level and every 4 levels thereafter, the stellar echo gains a bonus metamagic feat.

World Without End (Su): At 20th level, once per day as a free action, the stellar echo may induce a false reality in which the world as it is known is rejected in place of primeval doctrine. This functions as ruin surge, save that the penalty increases to -10 and all targets must roll twice on all d20 rolls, taking the lower result.

Wilder Surges

Horrific Surge

Wild Surge and Psychic Enervation: The wilder taps into the primal energies of fear to enhance the strength of her abilities. When a wilder invokes a horrific surge, she may attempt an Intimidate check to pose a menace[SoG] or demoralize one creature within close range (25 feet + 5 feet/level) as a free action, gaining a bonus on this check equal to her wild surge's increase to manifester level. If she suffers psychic enervation, the wilder is shaken for a number of rounds equal to the manifester level increase of wild surge and loses a number of power points equal to her normal manifester level (the increase in manifester level from her wild surge does not increase the number of power points lost).

Surge Bond: When the wilder inflicts the shaken, frightened, or panicked conditions on one or more targets, any penalties that the target suffers to saving throws as a result of these conditions increases by 2.

Improved Surge Bond: At 5th level and every 4 levels thereafter, the horrific wilder can attempt an Intimidate check against an additional creature when using her wild surge.

Witch[APG]

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Code Weaver (Witch Archetype)

How many calculations does it take to comprehend divinity and how many more to manifest it? A code weaver witch's patron is an artificially intelligent entity that might just know the answer to that question. Such patrons gift code weaver witches with knowledge and a small measure of dominion over their lesser kin.

Technical Knowledge: A code weaver gains Disable Device and Knowledge (engineering) as a class skills, but loses Heal and Knowledge (nature) as class skills. This alters the witch's class skills.

Cyber Patron: A code weaver must select the Machine* patron when she gains this archetype.

Mobile Database: The code weaver is granted a lesser copy of the AI that patrons her, known as a mobile database. The code weaver must select an ioun wyrd[UW] as her familiar. Rather than providing a +1 bonus to natural armor, this ioun wyrd grants the code weaver the Technologist* feat. If the code weaver already possesses the Technologist feat, she instead gains Skill Focus with either Craft (mechanical) or Knowledge (engineering). The ioun wyrd gains the robot[B6] subtype and, despite being a familiar, does not change from construct to magical beast. The addition of the robot subtype does not alter the mobile database's Intelligence score.

A code weaver who gains the Improved Familiar feat must select a familiar with the construct type. Construct familiars gained in this way always have the robot subtype, with this subtype replacing the clockwork subtype if necessary.

This alters the witch's familiar.

System Scan (Sp): At 4th level, the code weaver and her familiar gain the ability to cast *technomancy*[TG] as a spell-like ability at-will. This replaces the witch's hex gained at fourth level.

Witch Patrons

Machine

2nd—*technomancy*[TG], 4th—*make whole*, *6th*—*recharge*[TG], 8th—*rebuke technology*[TG], 10th—*possess object*[UM], 12th—*impart mind*[ISM], 14th—*memory of function*[TG], 16th—*iron body*, *18th*—*wooden phalanx*[UM] (the summoned constructs always gain the robot[B6] subtype).

For the purposes of the sphere witch archetype's patron magic ability, the sphere associated with the Machine patron is Technomancy*.

Wraith[USoP]

Wraith Haunt Paths

Path of the Gremlin

A gremlin interferes with technology and machinery, often by seizing direct control.

Path Sphere: Technomancy*

Path Possession: The gremlin may actively possess unattended objects, animating them to serve. These objects count as being willing. The object must be of a size the wraith could animate per the Animate Object[USoP] talent of the Enhancement[USoP] sphere, using his class level as his caster level. This stacks normally with caster levels gained from other sources. The object gains the statistics and abilities as an animated object per the Animate Object talent of the Enhancement sphere.

Path Skill: Disable Device (Dex)

Improved Path Possession: The gremlin may possess creatures of the construct type, ignoring any type-based immunity to mind-affecting effects. While possessing an object or construct, the gremlin counts as a *sprite* and may use one program on his host each turn as if he were a *sprite*. If the *sprite* would be destroyed, the gremlin simply ends the possession. Additionally, his path possession ability now also applies to attended objects, which receive a Will save as usual for possession.

Greater Path Possession: Whenever a gremlin's *sprite* enters a creature or object, that creature or object must succeed at a Will saving throw against the gremlin's

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possession DC. On a failed saving throw, the gremlin is considered to be passively possessing the *sprite's* host for as long as the *sprite* remains in the host. When the gremlin changes from a passive possession of one of these targets to an active possession, the gremlin immediately teleports to the location of the new host he is actively possessing.

AI and Construct Possession effects

When an AI and a possessing creature both seek control over a single construct body, they compete for control as if they were competing AI. Each competing AI attempts an opposed gizmo penetration check[UEn] (1d20 + its gizmo level) while each possessing creature attempts an opposed magic skill check, with magic skill and gizmo penetration checks opposing each other as necessary. The force with the highest result takes control of the host gizmo for that round, with a new opposed gizmo penetration or magic skill check each round. If a competing force has not been in control of the host gizmo for 3 rounds, it loses the ability to compete for control of the gizmo until the force in control of the gizmo relinquishes control.

Zealot[PoWe]

Zealot Convictions

Across the Threshold: The zealot gains a single oracle curse[APG], using his zealot level as his oracle level for the purpose of determining the effects of the curse. Whenever the curse would grant a bonus spell known, the zealot instead gains a bonus maneuver known of equal level.

Psibertech Affinity: This ability functions as the soulknife blade skill* of the same name.

Sacrifice of Clarity: As a swift action, the zealot may take strain[SBA] damage up to his Charisma modifier. When he does, he regains an expended maneuver for every point of strain damage he received. If the strain system is not in use, the zealot may take a number of points of Wisdom, Intelligence, or Charisma damage instead, regaining a maneuver for every point of ability damage he takes.

Shielded Collective (Su): As a free action, the zealot can expend 3 power points to transfer any amount of temporary hp he currently possesses to another ally in his collective. This temporary hp lasts for 1 round/level or the normal duration, whichever is shorter.

Tainted Entity: The zealot's mind and body are alien, transformed by psionic power from their original state. He chooses aberration, monstrous humanoid, or outsider. When he would be affected by an ability, the zealot may treat himself as either that type or his own type for the purpose of the ability's effects.

Taxing Echoes: Whenever the zealot uses his echoes of steel class feature, he may deal strain[SBA] damage on all creatures affected by the ability equal to the maneuver's level. If he does, the target may use the maneuver one additional time before it is used up. Each creature still loses all uses of the maneuver should the zealot regain the maneuver selected with echoes of steel. The zealot must be at least 6th level to select this conviction.

Transcendent Path (Su) (requires path of dedication, zealot 10th): Whenever the zealot uses the path of dedication or improved path of dedication abilities, he may have the creature teleport up to its movement speed as a move action rather than take a move action normally.

Transcendent Path, Greater (Su) (requires path of dedication, transcendent path, zealot 10th): By expending 8 additional power points when using transcendent path, the zealot may choose to teleport a creature to any location within 30 feet of another collective member rather than to a place where they could normally teleport to as a move action.

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Zealot Missions

Corruption Mission

Twisted Horde (Su): As long as the zealot maintains psionic focus, all creatures within his collective are affected by the gifts as well as stains of any corruption manifestations[HA] possessed by other creatures within the collective. If he expends psionic focus, he may cause all creatures within the collective to ignore any stains of their corruptions for 1 round.

Warping Majesty (Su): The zealot's strikes distort the very makeup of the universe, twisting targets into vessels of his will. At 8th level, the zealot gains the ability to augment his strikes in one or more of the following ways:

- If the zealot spends 5 power points on a martial strike, a single target damaged by the strike is affected as if by the malefic metamorphosis* power using the zealot's initiator level as the manifester level. The zealot may spend additional power points to augment the power as normal, to a maximum of his manifester level.
- If the zealot spends 4 additional power points on a martial strike, the target is forcibly inducted into the zealot's collective. As a swift action, the zealot may command the target to perform any standard or move action the zealot wishes, with the creature being allowed a Will save against the strike's DC to stop themself from performing the action. Regardless of whether the creature succeeds or fails at this saving throw, they leave the collective immediately after the action is resolved. An affected creature may spend a move action to attempt a Will save against this effect, with success meaning that it leaves the collective.

Redemption Mission

Pacifying Aura (Su): At 4th level, as long as the zealot maintains psionic focus, enemies within 10 feet take a -2 penalty on attack rolls. By expending psionic focus, the zealot can increase the penalty to -6 for one attack. This is a mind-affecting effect.

Easing Intercession (Su): The zealot's counters deter further fighting. Starting at 8th level, the zealot can augment his counters in one or more of the following ways:

- For every 2 additional power points the zealot spends, he can allow one creature within 30 feet to attempt a new saving throw against an effect on them, even if they have already failed the initial save and would not normally be granted another. Poison and disease effects that can worsen on a failed saving throw do not count this saving throw as a failure when determining such effects if it is unsuccessful. A creature can only benefit from this ability once in regard to any individual effect.
- If the zealot spends 3 additional power points, the creature whose attack or effect he successfully countered must attempt a saving throw against the counter's DC or be unable to attack the zealot or his allies for 1 round.

Class Templates

The following unusual archetypes can be taken by more than one class. Rules are presented for each including which template abilities replace which class features.

Arcforged Champion

In a nation which values both tradition and innovation, the most respected or feared soldiers often carry the veneer of both. Arcforged Champions are paragons who pilot powerful mechs in battle, serving gods of good and evil alike with their immense strength.

Arcforged Champion is a class template suitable for the paladin and antipaladin[APG] classes. When converting a character to an arcforged champion, the character loses or changes the following class features.

Antipaladin

- The antipaladin's smite good adds only 1/2 his Charisma modifier to attack rolls and AC (minimum 1) and only 1/2 his level to damage. Against targets which would normally take 2 points of damage per level, smite deals 1 point of damage per level.
- The antipaladin must select weapon bond for fiendish boon at 5th level.
- The antipaladin does not gain aura of vengeance at 11th level.
- The antipaladin does not gain the unholy champion class feature at 20th level.

Paladin

- The paladin's smite evil adds only 1/2 her Charisma modifier to attack rolls and AC (minimum 1) and only 1/2 her level to damage. Against targets which would normally take 2 points of damage per level, smite deals 1 point of damage per level.
- The paladin must select weapon bond for divine bond at 5th level.
- The paladin does not gain aura of justice at 11th level.
- The paladin does not gain the holy champion class feature at 20th level.

Class Skills: An arcforged champion adds Fly and Knowledge (engineering) to their list of class skills. This alters class skills. This class template can be combined with another archetype which would alter the arcforged champion's class skills or skill ranks per level; if it is, this trade tradition replaces those modifications.

Bonded Mech (Ex): The arcforged champion gains a bonded mech*, treating their class level as their pilot level.

Machinist's Touch (Su): When using channel positive energy, lay on hands, or any other class ability which would heal a creature, an arcforged champion may heal objects and constructs as if they were living creatures. When using channel negative energy or touch of corruption, an arcforged champion may harm objects and constructs as if they were living creatures.

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Planar AI (Su): At 11th level, the arcforged champion forges a mystical bond with their mech. The mech gains Intelligent Vessel* as a bonus enhancement (or another enhancement if it already has Intelligent Vessel). The mech's base AI is replaced with a special AI created in the outer planes. A planar AI's Intelligence, Wisdom, and Charisma scores are equal to 10 + 1/2 the arcforged champion's level, and it is of the same alignment as the arcforged champion. The planar AI possess skill ranks per arcforged champion level equal to 4 + its Intelligence modifier and one feat for every 2 class levels the arcforged champion possesses.

An arcforged champion can communicate telepathically with their planar AI from any range (even across planes). While the planar AI inhabits a mech, all of the mech's attacks count as the same alignment as the arcforged champion for the purpose of overcoming damage reduction (for example, a lawful good arcforged champion's mech counts as lawful and good for the purpose of overcoming damage reduction). In addition, the mech's hardness increases by 2 against any effect which is not good-aligned (for antipaladin arcforged champions) or evil-aligned (for paladin arcforged champions).

If a planar AI is somehow destroyed, an arcforged champion can reform it in 30 days or can gain a new one when they level up.

Champion's Chariot (Su): At 20th level, an arcforged champion's mech becomes an awesome beacon of the pilot's conviction. The mech gains a constant *unholy aura* (for antipaladin arcforged champions) or *holy aura* (for paladin arcforged champions) effect as a spell-like ability. Either of these constant effects may be replaced with a constant *cloak of chaos* or *shield of law* which corresponds to the arcforged champion's alignment, chosen when this ability is gained. In addition, the arcforged champion can use *plane shift* as a spell-like ability a number of times per day equal to their Charisma modifier (minimum 1).

Psionic Formulist

While many alchemists view their work as a strange sort of magic, others take a different approach to their work, utilizing psionic power to empower their concoctions with incredible abilities. Combining this strange phenomenon with chemical advancements, these intrepid chemists create tinctures with unusual and unique abilities.

The psionic formulist is a class template suitable for use with the alchemist[APG] and investigator[ACG] classes. When converting a character to a psionic formulist, the character loses or changes the following class features:

Alchemist

- The alchemist loses all extracts known and extracts per day.

Investigator

- The investigator loses all extracts known and extracts per day.

Psionic Lore: The psionic formulist adds Autohypnosis and Knowledge (psionics) to his list of class skills. This alters class skills. This class template can be combined with another archetype which would alter the psionic formulist's class skills or skill ranks per level; if it is, this trade tradition replaces those modifications.

Psionic Extracts: Psionic formulists utilize their extracts in a very different manner from most alchemists, and for that matter in a very different manner from most psionicists. Psionic formulists concentrate psionic power into bottled form, creating tinctures known as psionic extracts.

In many ways, psionic extracts behave like powers in potion form, and as such their effects can be dispelled by effects like *dispel psionics*[UP] using the psionic formulist's level as the manifester level.

A psionic formulist can create only a certain number of psionic extracts per day, limited as per the power points per day given on **Table 4: Power Points per Day**. He receives bonus power points per day if he has a high Intelligence

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score, in the same way any other manifester receives bonus power points per day. When a psionic formulist mixes an extract, he infuses the chemicals and reagents in the extract with psionic power. This costs the psionic formulist a number of power points equal to the number of power points required to manifest the power normally.

If the psionic formulist wishes to augment the power, he may spend additional power points when brewing it to augment the power using the excess power points (for example, when creating a psionic extract of *vigor*, a 7th-level psionic formulist may spend 7 power points when brewing it to cause it to grant 35 temporary hit points when consumed). The psionic formulist cannot spend more power points on a single psionic extract than his manifester level.

An extract immediately becomes inert if it leaves the psionic formulist's possession, reactivating as soon as it returns to his keeping—a psionic formulist cannot normally pass out his extracts for allies to use (but see the "infusion" discovery). An extract, once created, remains potent for 1 day before becoming inert, so a psionic formulist must re-prepare his extracts every day. Mixing an extract takes 1 minute of work—most psionic formulists prepare many extracts at the start of the day or just before going on an adventure, but not not uncommon for an psionic formulists to keep some (or even all) of his daily power points open so that he can prepare psionic extracts in the field as needed.

Although the psionic formulist does not actually manifest powers, he does have a formulae list that determines what extracts he can create. The psionic formulist's formulae list consists of all powers on the cryptic[UP] and psychic warrior[UP] power lists, plus any alchemist formulae that do not exist as spells (such as *alchemical allocation*[APG]). They gain the ability to learn each level of psionic extract at the corresponding level that an alchemist gains the ability to learn that level of normal extract.

A psionic formulist can utilize power-trigger items if the power appears on his formulae list, but not power completion items. An extract is "manifested" by drinking it, as if imbibing a potion—the effects of an extract exactly duplicate the power upon which its formula is based, save that the power always affects only the drinking alchemist. The psionic formulist uses his level as the manifester level to determine any effect based on manifester level, including how many power points can be spent on a given extract. Creating extracts consumes raw materials, but the cost of these materials is insignificant—comparable to the valueless material components of most spells. If a power normally has a costly material component, that component is expended during the consumption of that particular extract.

A psionic formulist can prepare an extract of any formula he knows. To learn or use an extract, a psionic formulist must have an Intelligence score equal to at least 10 + the extract's level. The difficulty class for a saving throw against a psionic formulist's extract is 10 + the extract level + the psionic formulist's Intelligence modifier. A psionic formulist may know any number of formulae. He stores his formulae in a special tome called a formulae book. He must refer to this book whenever he prepares an extract but not when he consumes it.

A psionic formulist begins play with two 1st-level formulae of his choice, plus a number of additional formulae equal to his Intelligence modifier. At each new psionic formulist level, he gains one new formula of any level that he can create. A psionic formulist can also add formulae to his book just like a wizard adds spells to his spellbook, using the same costs and time requirements.

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A psionic formulist can study a power stone to learn any formula that is equivalent to a power the power stone contains. A psionic formulist, however, cannot learn powers from a formulae book.

This ability counts as the ability to create extracts for the purpose of meeting prerequisites and does not make this archetype incompatible with archetypes that alter the extracts part of the alchemy class feature.

Table 2-5: Psionic Formulist Power Points per Day

Alchemist / Investigator Level	Power Points
1	1
2	2
3	3
4	5
5	7
6	10
7	13
8	16
9	20
10	24
11	30
12	36
13	43
14	50
15	58
16	67
17	77
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Companion Archetypes

Psicrystal[UP] Archetypes

Informant

Informants are often employed by technologically savvy psionicists to provide valuable pieces of information at crucial moments. They excel at gathering intelligence and using it to assist their master in various ways.

Mechanical Intellect (Ex): The base Intelligence score of an informant increases by an additional +2, with an additional +2 to Intelligence at 9th and 17th levels. An informant gains the natural armor bonus of a psicrystal of 1/2 its level. This alters the psicrystal's Intelligence score and natural armor adjustment.

Knowledge Data (Ex): Informants specialize in gathering and storing important information, even in the heat of battle. An informant can attempt all Knowledge checks untrained and receives a bonus on all Knowledge checks equal to 1/2 its level.

Additionally, an informant gains 4 + the informant's Intelligence modifier skill ranks at each level. Its maximum number of ranks in any given skill is equal to its level.

This replaces Alertness and the psicrystal's ability to share its master's skill ranks.

Nanite Swarm

This archetype is normally only available to certain classes such as the hivemind*.

Nanite swarms are often employed by utility-minded psionicists that value function over form. Instead of being a singular crystalline entity, the nanite swarm is composed of minute particles that collectively function as an entity.

Note: Due to the nature of this archetype, a nanite swarm psicrystal is not suitable for certain alternate forms available to it via feats and abilities possessed by its master. Specifically, the implanted psicrystal form granted as an option by the Superior Psicrystal[PAP] feat is not compatible with this archetype, though other examples may exist. If using the Psionics as Advanced Technology variant rule*, a nanite swarm psicrystal should gain the robot[B6] subtype.

Sum of its Parts (Ex): At 1st level, the nanite swarm's size becomes Fine and it gains the swarm subtype with a space of 10 feet and a reach of 0 feet. The nanite swarm does not gain the swarm attack ability. The nanite swarm gains the distraction ability, using its Intelligence modifier to determine the saving throw DC. The nanite swarm does not need to damage a creature for that creature to be affected by its distraction ability; it only needs to be sharing a space with that creature at the end of its movement, but this effect can only be triggered on a given creature once per round.

The nanite swarm's master is immune to their own nanite swarm's distraction ability. The nanite swarm is always considered to have its self-propulsion ability active. When a nanite swarm is reduced to 0 hp and would be dispersed it is instead destroyed.

This ability alters self-propulsion, and replaces improved evasion and share powers.

Polymorphic (Ex): As a full-round action, the nanite swarm can assume the form, function, and appearance of objects of Tiny size that it has encountered previously so long as that item has a purchase cost of up to 200 gp. The nanite swarm cannot replicate the function of complex objects, magical effects, or special materials. For example, a nanite swarm in the form of a dagger could be used as a dagger for all purposes.

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However, a nanite swarm in the form of a *cloak of elvenkind* would be a non-functional replica with the superficial appearance of the item. Regardless of its form, a nanite swarm can not be used as material for crafting or as a material component or focus for spell casting. A nanite swarm gains a +5 racial bonus on Disguise checks when imitating an object in this manner. Any damage the nanite swarm takes while disguised reveals its true nature. This transformation can be ended as a full-round action.

If the master of a nanite swarm possesses a feat or ability such as Superior Psicrystal or Psi-Core Upgrade* that alters the form of the nanite swarm or grants it an alternate form, treat such a transformation as a form taken via this ability. While transformed in this way, the psicrystal is still considered to have the nanite swarm archetype, but it loses the swarm subtype as well as the sum of its parts and purpose abilities, instead gaining the attributes of the new form until it reverts to its natural form as a full-round action.

Purpose: At 3rd level, the nanite swarm gains one of the following abilities:

Gray Goo (Ex/Su): The nanite swarm gains the ability to make swarm attacks (dealing damage as indicated in the table below). The nanite swarm's master is immune to their own nanite swarm's swarm attack. If the nanite swarm has its polymorphic ability active it loses its swarm attack, and instead gains a touch attack, using the same damage as its normal swarm attack and using its master's base attack bonus as its own.

At 11th level, the nanite swarm's swarm attack ignores half (rounded down) of an object's hardness or a creature's damage reduction; this is a supernatural effect.

Swarm Level	Swarm Attack Damage
3–5	1d4
6–10	2d4
11–15	3d4
16–20	4d4

Nano Triage (Su): The nanite swarm gains the ability to use *stabilize* as an at-will supernatural ability with a range of touch. In addition it gains the ability to use lay on hands as a paladin of its level -4 (minimum of 1), using its master's highest mental ability score modifier to determine how many times per day it can use this ability. The hit points healed by this ability are treated as temporary hit points, and dissipate after 1 hour. Temporary hit points from this ability do not stack with themselves, and can never bring a creature's hit point total to above its maximum hit points.

At 11th level, when the nanite swarm uses nano triage, it may end one of the following conditions on the target: fatigued, shaken, sickened, staggered, or stunned.

Nano-Material Cloud (Su): The nanite swarm gains the ability to use *prestidigitation* as an at-will supernatural ability. The nanite swarm floats in a loose cloud around its master, and can accompany its master when they move, whether they move by physical or magical means, gaining any movement forms and speeds possessed by its master while they are occupying the same space. It can not move in this manner and take a move action which involves movement in the same turn.

While adjacent to or sharing a space with its master or another ally, the nanite swarm can form into obstructions or fluctuate its density to provide protection against incoming attacks. Allies within the swarm's area gain a +1 circumstance bonus to AC and on Reflex saves. This bonus increases by 1 at 6th level and every 5 manifester levels thereafter.

At 11th level, the circumstance bonus granted by the nanite swarm applies to Fortitude saves in addition to AC and Reflex saves.

Programmable Matter (Su): The nanite swarm gains the ability to use mending as an at-will spell-like ability with a range of touch. The maximum size of objects the nanite swarm can assume the form of using its polymorphic ability increases from Tiny to Medium. When the nanite swarm takes the form of mundane items, tools, armor, shields, or weaponry, it becomes a masterwork version of such items.

In a process that takes an uninterrupted hour of concentration, the nanite swarm's master may have it assimilate the form and functions of one unattended mundane, magical, or psionic item that is of a size that it could assume the shape of. The nanite swarm cannot assimilate artifacts. At the end of this hour, the item is destroyed and the nanite swarm gains the ability to perfectly replicate its form, special abilities and properties using the polymorphic ability. For example, if the assimilated item is a silver *+1 flaming greatsword*, the nanite swarm may transform into and be wielded as if it were a silver *+1 flaming greatsword*.

The nanite swarm's Disguise bonus to appear as an assimilated item increases to +10. If the assimilated item has a version with a higher bonus or greater version (such as a *+1 longsword*, an *amulet of mighty fists +4*, or a *minor ring of inner fortitude*), the nanite swarm's transformation may be upgraded as if it were that item. If an assimilated item has a limited number of charges or uses, these charges or uses are lost and regained as normal, regardless of how often a nanite swarm takes or leaves its assimilated form.

If the nanite swarm is used to assimilate a second item, the special abilities and properties of the current item are permanently lost unless the swarm is provided with raw materials with a value equal to the purchase price of the currently assimilated item. When provided with the necessary amount of raw materials as part of the process of assimilating the new item, the nanite swarm transforms the raw materials into a copy of the item it currently has assimilated with all of its original and upgraded special abilities and properties and loses access to those special abilities and properties itself and the Disguise bonus when taking on that item's form.

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At 11th level, when used as masterwork tools to craft an item, the nanite swarm reduces the time to craft items by 10%. In addition, only half the assimilated item's price in raw materials is necessary to reconstruct that item when the nanite swarm assimilates a new item.

This replaces deliver touch powers and power resistance.

OS

For some advanced psions, their splinter personality does not take physical form. Rather, it is an entity of code, a string of values formed into a simple personality that performs various operating purposes.

Encoded Form (Ex): An OS does not have a body. The OS functions as an AI from the Tinker[UEn] sphere, meaning that it does not have an AC, hit points, or other statistics related to a physical form; it relies on its host robot or structure for those scores. An OS uses its Intelligence modifier instead of its Dexterity modifier to determine initiative. The OS operates from within technological equipment, requiring access to a gizmo, robot, cameras, microphones, or other mechanical sensory tools in order to be able to notice or interact with the outside world.

An OS is always considered to be "installed" in the mind of its master, though it cannot take actions unless it is transferred to a technological item (for the purpose of installing his OS in items, the master is considered to have the Adaptable Transfer feat). Installing the OS in an item requires the master to spend a swift action and be touching the item in which the OS will be installed. The master can recall the OS to their mind from any distance as a standard action, after which the master cannot install the OS in another item for at least 10 minutes. An OS can inhabit one target at a time.

An OS does not count towards the maximum number of crafted AI that a character may have at a time from the Tinker sphere.

This ability replaces self-propulsion and improved evasion.

Holographic Projection (Ex): As a move action, an OS may project a hologram image of itself within close range of an object or creature it is inhabiting. The image may be Medium-sized or smaller, can appear however it likes, and can be used to deliver touch powers as a normal psicrystal's physical form. However, the holographic image has no senses of its own and must rely on the senses of either its master or any other creatures or objects the OS inhabits to detect the world. Creatures are automatically aware that a holographic projection is not real.

Seize Control (Ex): At 9th level, the OS grants its master the Hostile Takeover* feat as a bonus feat even if the master does not meet the prerequisites. The master may transfer the OS into any eligible target within close range rather than touch. A construct that an OS controls gains the OS' share powers, channel power, deliver touch power, and power resistance abilities for as long as the OS controls it. This replaces flight.

Targeting Array

Some combat-savvy psionicists opt to utilize their psicrystal companions as active supporters in combat. These targeting arrays assist in analyzing the patterns of opponents and optimizing the accuracy of their master's attacks.

Tactical Assistance (Ex): A targeting array helps its master to analyze and defeat opponents in combat. When it uses the aid another action, the targeting array may attempt an Intelligence check against DC 10 in place of an attack roll. This replaces the psicrystal's personality bonus.

Improved Tactical Assistance (Ex): At 3rd level, the targeting array gains either Swift Aid[APG] or a teamwork feat[APG] as a bonus feat. The targeting array's master also gains this feat. Neither of them needs to meet the feat's prerequisites.

If the targeting array's master gains another one of these feats, the psicrystal gains its benefit as well.

This replaces deliver touch powers.

Pinpoint Weakness (Ex): Starting at 11th level, when the targeting array uses the aid another action on a creature to grant it a bonus on attack rolls, it also grants the creature an equal bonus on critical hit confirmation rolls made to resolve the attack. This replaces power resistance.

Tactical Mastery (Ex): At 15th level, whenever the targeting array uses the aid another action, it may grant the target a bonus equal to the targeting array's Intelligence modifier in place of the normal +2 bonus. In addition, the targeting array and its master gain another teamwork feat. This replaces channel power.

Animal Companion Archetypes

Synthetic

Not all animal companions are products of nature. Some, cultivated and augmented by technological factors, loyally serve their masters with their impressive intellect and resilience just as an organic being would utilize its instinct.

Artificial Bond (Ex): A synthetic and its master are both gain Technologist* as a bonus feat. This replaces share spells.

Cyborg Durability (Ex): Starting at 3rd level, for the purposes of effects targeting creatures by type (such as a ranger's favored enemy and *bane* weapons), the synthetic counts as both an animal and a construct. The synthetic gains a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects, is not subject to fatigue or exhaustion, and becomes immune to disease and sleep effects. This replaces evasion.

Augmented Intelligence (Ex): Starting at 9th level, the synthetic's Intelligence score increases to 10. It gains the ability to speak one language that its master knows and treats all Intelligence-based skills as class skills. This increase in Intelligence does not make the synthetic companion ineligible to be a companion. This replaces multiattack.

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Mechanical Perfection (Ex): At 15th level, a synthetic becomes immune to all mind-affecting effects, bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning. This replaces improved evasion.

Variant Rules

Enhanced Talent Progression

Some GMs and players may feel that certain talent progressions make certain classes unviable compared to others, with classes such as the armorist[USoP] and mageknight[USoP] being doubly penalized by their low caster level progression and lack of talent options. Additional concerns may emerge when players struggle to decide between a class' normal talent progression and the Utilitarian Talent Progression[LotS]. This variant rule is intended to alleviate this issue with classes or archetypes that may fall behind others.

Under the enhanced talent progression rules, every class which gains combat, magic, or skill talents gains one of these talents with every class level that they gain in the class. If the class possesses the blended training, they may choose whether these additional talents are magic, combat, or skill talents from among talent types their class could normally select.

Certain classes may not be appropriate for this enhanced talent progression if their low progression is balanced against a particularly powerful caster level or class feature progression (such as the thaumaturge[USoP] or imperator tactician*), the ability to alternate talents daily (such as the antestes vitalist*), or a class ability which grants which effectively enhances sphere progression (such as a sage's[CotS] style talents, a troubadour's[CotS] personas, or an antiquarian armiger's[CotS] mystic bond).

Psionic Options in Spheres of Power

While psionic feats[UP] and equipment have a distinct set of mechanics attached to them, most of these mechanics can be converted with relative ease to characters and games that utilize Spheres of Power. Feats, equipment, and other abilities which use psionics-specific subsystems should be converted based on the following parameters.

Psionic Feats: Any character that possesses a casting tradition[USoP] is capable of selecting psionic feats and is considered to have the psionic subtype. The character uses their MSB as their manifester level and total levels in a psionic class for the purpose of meeting prerequisites.

Feats which would grant a character 2 or more power points may instead grant the character 2 spell points.

If a class would grant the ability to select psionic feats as bonus feats, a character can also select Extra Magic Talent[USoP] or any feat which has casting as a prerequisite (item creation feats, metamagic feats, Sphere Focus[USoP], Circle Casting[USoP], etc.).

Power Points: For any purpose except for manifesting powers, a character may spend spell points in place of power points. A spell point may be spent in place of a number of power points up to 1 + 1 for every 4 points of the caster's MSB.

Example: a level 5 elan[UP] dread[UP] with the schicksalhand* archetype could spend a spell point to reduce damage taken by 4 with their resilience racial trait, spend 2 spell points to increase the damage from their horrible strike terror by 2d6, or spend a single spell point to empower their deep crystal weapon to deal additional damage, as 1 spell point is worth 2 power points. If the dread were level 13, the dread could spend a spell point to negate 8 points of damage or add 4d6 to horrible strike respectively, as 1 spell point would be worth 4 power points.

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When converting spell points into power points, a character cannot spend a number of effective power points greater than their MSB. For example, the previously-mentioned 13th-level dread would be able to spend 4 spell points on resilience but could only reduce the damage by 26 rather than 32, as they have an MSB of 13 and would only be able to spend 13 effective power points.

Any ability or item which detects power points (such as an *awakened staff**) also detects spell points. Any effect which drains power points from a target may instead drain 1 spell point for every 4 power points drained (minimum 1 spell point).

Psionic Focus: If a character possesses the Mental Focus[USoP] drawback, they may expend mental focus in place of psionic focus for any purpose. For the purpose of meeting prerequisites, the Fast Focus[SACT2] feat counts as the Psionic Meditation[UP] feat. Any feat or ability that would affect psionic focus (such as the Deep Focus[UP] feat) instead affects mental focus.

A character may spend a spell point in place of spending psionic focus to achieve an effect which would require psionic focus, but they do not gain any special benefits from maintaining psionic focus.

Alternatively, characters may use the Sage's Focus* feat to emulate psionic focus through martial focus. GMs may wish to grant Sage's Focus as a bonus feat to classes that rely heavily on using psionic focus or allow it to be selected as a drawback feat.

Psibertech: Characters can select psibertech* in place of combat talents, magic talents, skill talents, feats, or bonus feats if they possess a spell point pool.

Collectives: If a character possesses the collective class feature, they may target willing creatures within their collective with any sphere effect that has a range greater than personal. All other non-range restrictions of the sphere effect still apply.

Psionic Prestige Classes: A character with spherecasting abilities counts as having a pool of power points for the purpose of meeting prerequisites and can use their caster level in place of a manifester for the purpose of meeting prerequisites. They are considered capable of manifesting powers with a level equal to 1/2 their caster level and may substitute magic talents for similar psionic powers (for example, substituting the Telekinesis[USoP] sphere for knowledge of the *telekinetic force*[UP] power).

At every level that a psionic prestige class would grant an increase to powers known and manifester level, a character can instead choose to increase their caster level by 1 and learn a magic talent. This level counts as a level in spherecasting class.

Every level in a prestige class which could grant power points, increased manifester level, or powers known instead increases a character's spell pool as if they had leveled up in a class that progresses their spell points. This level counts as a level in spherecasting class.

Effects of these prestige classes which apply to power points instead apply to spell points, converting the amounts as normal (see the Power Points rules above). Effects that apply to psionic powers may instead apply to magic sphere effects.

Whenever a prestige class would grant a power known, the character may choose to instead gain a magic talent of their choice.

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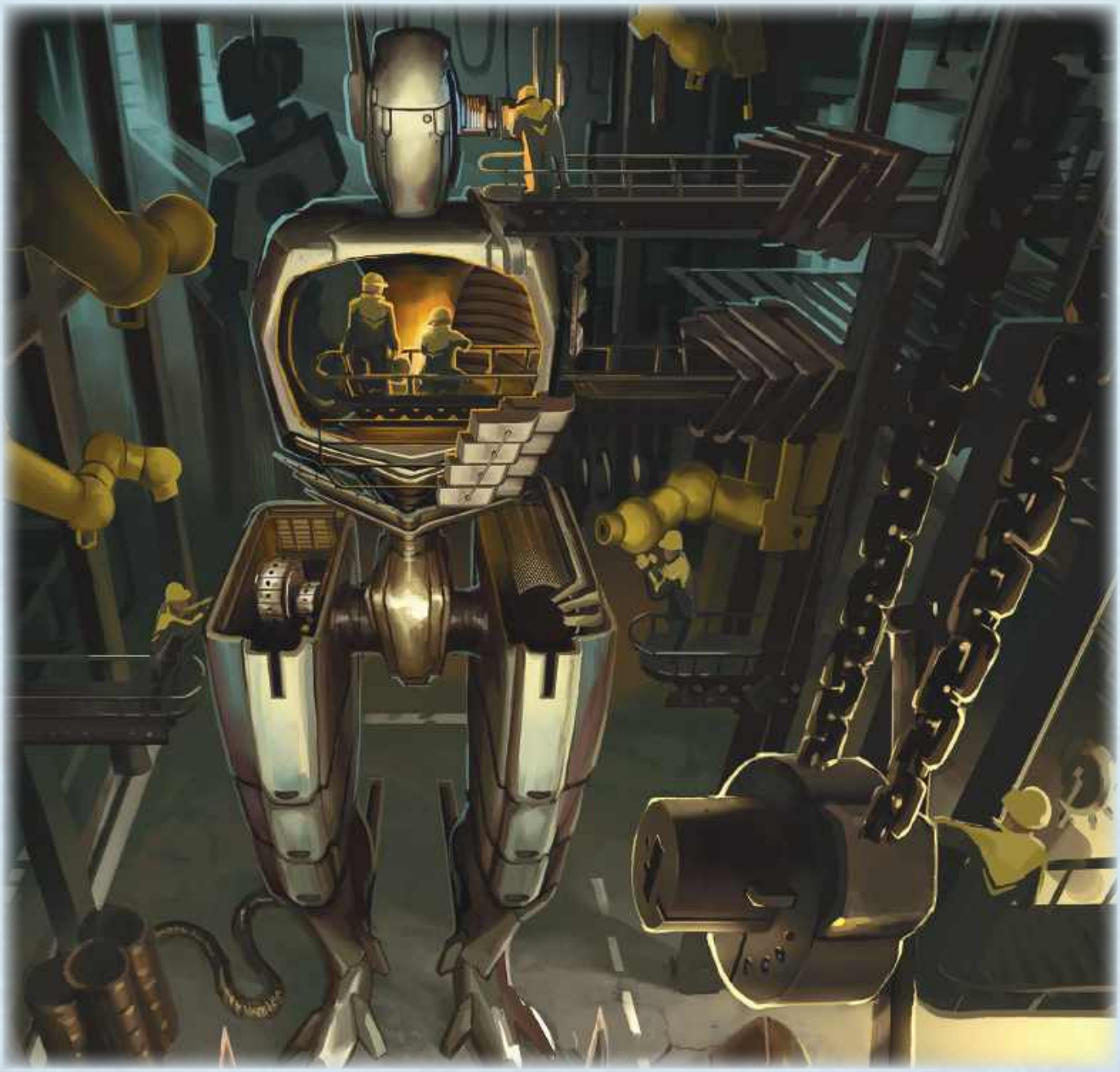
CHAPTER 3:

NEW SYSTEMS



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Mechs

The rules detailed here explore how to create and operate mechanical suits or vehicles referred to from here on out as "mechs." Mechs may represent technological vehicles, magical construct suits, or any number of other concepts that involve a character operating a vessel. Generally, they are assumed by the rules to be technological in nature.

Obtaining, Repairing, and Modifying a Mech

Characters with specific classes, archetypes, feats, or talents can acquire a specialized construct suit called a mech. The rules for mechs can also be utilized to create a number of signature vehicles for characters such as cars, ships, or motorcycles.

At first level, the pilot chooses one of the following body types for his mech. The body types of mechs are detailed below.

As a character with levels in a class that grants a bonded mech has an effective pilot level equal to their levels in those classes, while other characters may take the Mech Piloting* feat, the Mech Master* prestige class, Mech Progression Feat Replacement*, or another option to gain a pilot level based on their character level. A character will typically commit all of their pilot levels to the progression of a single mech which will have abilities based on that level.

Unlike most objects, a mech's hit points are determined by Hit Dice, and a mech gains bonus hit points based on its body type (but not from its size as a normal construct).

A pilot must choose a mech body type of any size, although a pilot cannot usually pilot mechs of their size or smaller. Mechs can be repaired at a rate of 5 hp per day using a DC 10 Craft (mechanical) check. For each 5 points by which the pilot exceeds this DC, the mech recovers an additional 5 hit points.

Starting at 3rd level, a pilot can alter their choice of body type by spending a number of hours equal to the mech's Hit Dice plus 1/2 the number of enhancements on the mech (rounded down and to a maximum of 24 hours) rebuilding it. The mech is not available for use and is completely nonfunctional during this time.

Whenever the mech pilot changes their mech body type, the pilot can also choose to exchange his existing enhancements, selecting new Mech Enhancements during this rebuild. Once this process is started, the mech is not available for use until this process is complete. A mech that is lost or destroyed can be replaced with 24 hours of uninterrupted work in a garage or similar environment where basic machining tools can be accessed.

In a process that takes 8 hours, a character can choose another mech to become his bonded mech, causing any special modifications from class features (such as a helmsman's* veiled vessel class feature) to move to the new bonded mech. A single mech cannot be the bonded mech of multiple different characters.

A mech can be enchanted as if it were masterwork armor.

Piloting a Mech

Climbing into a mech and activating it for combat is a full-round action, or as a move action by succeeding at a DC 20 Ride check. Exiting the mech can be done as a move action.

A character piloting a mech is effectively wearing the mech as a giant suit of armor, replacing any armor bonus and armor check penalty they possess with those granted by the mech (any enhancement bonus to natural armor the character possesses applies to the natural armor bonus of the mech). Bonuses and penalties from shields are applied as normal if the mech is wielding a shield. A character must be proficient in a specific type of armor to pilot mechs of certain body types. A character piloting a mech has their size and reach replaced by that of the mech and receives a size bonus to Strength and Dexterity based on the mech's body type. A character cannot occupy a mech whose size is smaller than their own or of the same size category as themself. A character must use two hands to pilot the mech each round, preventing them from using these hands for other actions.

For the purpose of being targeted with attacks and abilities (such as sunder), a mech is considered to be a worn object and can be targeted with a sunder combat maneuver. Attempting a sunder combat maneuver on a mech or any weapons mounted in its weapon slots does not provoke attacks of opportunity. If a mech is reduced below half its maximum hit points, it gains the broken condition and reduces its armor bonus by half (rounded down). If the mech is reduced to 0 hit points, it enters a state of critical failure and the pilot is automatically ejected. Much like objects, mechs have a hardness score (as determined by their pilot's level or their stat block) and take half damage from most energy attacks.

If the pilot of a mech is helpless or willing, a person outside the mech can attempt a Disable Device check as a full-round action to force open the mech's cockpit (DC 20 + the mech's level). This action cannot be reduced below a full-round action. Once the cockpit is opened, the pilot can be moved as normal.

Multiple Mechs

A pilot may have more than one bonded mech, but they must divide up their effective pilot level between their mechs to determine the abilities of each mech.

For example, a character with an effective pilot level of 4 can have one 4th-level mech, two 2nd-level mechs, or one 1st-level and one 3rd-level mech.

Each time such a character's effective pilot level increases, the pilot must decide how to allocate the increase among their mechs (including the option of adding a new 1st-level mech). Once an effective pilot level is allocated to a particular mech, it cannot be redistributed while that mech is in the pilot's service (the pilot must dismantle a mech or wait until a mech is destroyed to allocate its levels to another mech).

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Unpiloted and Remotely Piloted Mechs

A mech which is remotely piloted or is otherwise capable of acting autonomously is treated as a construct with Strength and Dexterity scores equal to 10 + the mech's size bonuses to those scores. An unpiloted mech has no Constitution or Intelligence scores, a Wisdom score of 10, and a Charisma score of 1. The mech's base speed is 20 feet, modified by any changes to speed based on its body type. A mech does not have feats or skill points but possesses a base attack bonus and base saving throws as normal for a construct of its Hit Dice (though most remote piloting abilities will use the pilot's base attack bonus in place of the mech's). An unpiloted mech adds its own armor bonus to AC.

An unpiloted mech's CR is equal to its total Hit Dice -2 (minimum 1/2).

Mech Progression Feat Replacement

Some characters wishing to make a mech-based character may not be interested in selecting a feat series or archetype based on mechs. Using these rules, such characters can replace some of their normal feat progression with a full mech.

A character wishing to use the Mech Progression Feat Replacement does not gain a feat at 1st, 5th, 9th, 13th, or 17th levels. Instead, they gain a mech which uses their character level as the pilot level.

Mech Body Types

Weapon Slots

A mech's weapon slots are specially designed to seat a broad array of weaponry; one weapon slot can accommodate a Medium or smaller weapon (generally, a weapon of a specific size is either a two-handed weapon sized for a creature of that size or a siege engine of that size).

A mech must have sufficient slots available and a weapon must be slotted for a mech and its pilot to wield it, unless otherwise noted. Multiple slots can be combined to fit larger weapons; two weapon slots fit a Large weapon, three slots fit a Huge weapon, 4 slots fit a Gargantuan weapon, and 5 slots can fit a Colossal weapon. Mechs never take inappropriately sized weapon penalties with slotted weapons.

Slotted weapons are treated as being wielded by the number of arms needed to wield them, but do not grant any attacks that the mech could not already make (for example a mech pilot with +11 BAB could make 3 attacks with any combination of slotted or wielded weapons it has, but does not gain extra attacks from slotting 1 handed or 2 handed weapons).

A mech may treat light weapons slotted in weapon slots as primary natural attacks and may make an attack with all light weapons they have slotted when full-attacking. As normal, when making attacks with manufactured weapons or with 1-handed or 2-handed slotted weapons, these natural attacks are treated as secondary natural attacks instead, taking a -5 penalty to hit and only applying half the wielder's Strength modifier to damage (if they'd apply any).

A siege weapon[UC] requires 2 weapon slots plus an additional weapon slot for every crew member beyond the first needed to load and fire the weapon. An integrated siege weapon does not require a crew to operate or reload.

Biped

Starting Statistics

Size Medium; **Speed** as pilot; **AC** +5 armor; **ACP** -2; **Required Armor Proficiency** Light; **Melee** slam (primary) x1 (1d6); **Reach** 5 ft.; **Ability Scores** Str +2 or Dex +2; **Bonus HP** 10 hp; **Weapon Slots** 2

Arms: Biped mechs start play with the arms enhancement.

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4TH-LEVEL ADVANCEMENT

Shielded Limbs: The biped mech's forelimbs are specially modified to provide additional protection to the pilot, granting them a +1 shield bonus to AC. This bonus increases by +1 every 4 levels thereafter (8th, 12th, 16th, 20th). If the mech is already wielding a shield, they instead increase their shield bonus to AC by an amount equal to that granted by this ability -1.

Drone

STARTING STATISTICS

Size Small; **Speed** +20 ft.; **AC** +3 armor; **ACP** -0; **Melee** wing (secondary) x2 (1d4); **Reach** 5 ft.; **Ability Scores** Dex +2; **Bonus HP** 5 hp; **Weapon Slots** 1

4TH-LEVEL ADVANCEMENT

Flight: The drone mech grants its pilot a fly speed of 20 feet with average maneuverability. Every 4 levels thereafter (8th, 12th, 16th, 20th) this speed increases by 10 feet and maneuverability increases by one step.

Hover: The mech can halt its movement while flying, allowing it to hover without needing to attempt a Fly skill check.

Integrated

STARTING STATISTICS

Size Medium; **Speed** +20 ft.; **AC** +4 armor; **ACP** -1; **Melee** slam (primary) x1 (1d6); **Reach** 5 ft.; **Ability Scores** Dex +2; **Bonus HP** 10 hp; **Weapon Slots** 1

Personal Transport: Integrated mechs start play with the cybernetic integration enhancement.

4TH-LEVEL ADVANCEMENT

Nitroboost: At 4th level, Integrated mechs gain the nitroboost enhancement.

Rapid Transit: At 4th level and every 4 levels thereafter, the mech's base speed increases by 10 feet.

Many-Legged

STARTING STATISTICS

Size Large (-1 penalty to AC and attack rolls, +1 to CMB/CMD, -4 Stealth); **Speed** +10 ft.; **AC** +8 armor; **ACP** -5; **Required Armor Proficiency** Medium; **Attack** Slam (primary) (1d8); **Melee Reach** 5 ft.; **Ability Scores** Str +2; **Bonus HP** 15 hp; **Weapon Slots** 2

Stability: A many-legged mech's pilot receives a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt.

4TH-LEVEL ADVANCEMENT

Heavy Weapons Array: Starting at 4th level and every 4 levels thereafter (8th, 12th, 16th, 20th), the many-legged mech gains an additional weapon slot at no additional cost.

Speedster

STARTING STATISTICS

Size Large (-1 penalty to AC and attack rolls, +1 to CMB/CMD, -4 Stealth); **Speed** +30 ft.; **AC** +6 armor; **ACP** -3; **Required Armor Proficiency** Medium; **Attack** Slam (primary) (1d8); **Melee Reach** 5 ft.; **Ability Scores** Str +2 or Dex +2; **Bonus HP** 10 hp; **Weapon Slots** 2

Two-Seater: Speedster mechs start play with the extra seating enhancement.

4TH-LEVEL ADVANCEMENT

Nitroboost: At 4th level, speedster mechs gain the nitroboost enhancement

Built for Speed: At 4th level and every 4 levels thereafter, the mech's base speed increases by 10 feet.

Tank

STARTING STATISTICS

Size Huge (-2 penalty to AC and attack rolls, +2 to CMB/CMD, -8 Stealth); **Speed** +10 ft.; **AC** +10 armor; **ACP** -3; **Required Armor Proficiency** Heavy; **Attack** Slam (primary) (2d6); **Melee Reach** 5 ft.; **Ability Scores** Str +4, Dex -2; **Bonus HP** 20 hp; **Weapon Slots** 2

Cumbersome Weaponry: The tank mech's ranged weaponry is seated behind the pilot's seat, and as such cannot be operated by the driver at the same time the pilot moves or uses melee attacks. A passenger besides the pilot can operate these weapons. If the mech is remotely piloted, the remote pilot can either pilot the mech or operate the passenger weapons.

Naval Adaptation: When a character creates or modifies a tank mech, they can choose to modify it to have a naval adaptation. A naval tank mech has no land speed but has a base speed of 60 feet over water.

Team Transport: Tank mechs start play with two instances of the extra seating enhancement.

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4th-Level Advancement

Special: Starting at 4th level and every 4 levels thereafter (8th, 12th, 16th, 20th), the tank mech gains an additional weapon slot at no additional cost.

Mech Advancement

As a mech progresses in effective pilot level, it gains additional Hit Dice and Mech Enhancements while gaining an enhancement bonus to its Armor Class and hardness.

Table 3-1: Mech Advancement

Pilot Level	Hit Dice	Enhancement Bonus to AC	Hardness	Special
1	1d10	+0	10	Mech Enhancement
2	2d10	+0	11	
3	3d10	+0	11	Mech Enhancement
4	3d10	+1	12	
5	4d10	+1	12	
6	5d10	+1	12	Mech Enhancement
7	6d10	+1	13	
8	6d10	+2	13	
9	7d10	+2	13	Mech Enhancement
10	8d10	+2	14	
11	9d10	+2	13	Mech Enhancement
12	9d10	+3	13	
13	10d10	+3	15	
14	11d10	+3	15	Mech Enhancement
15	12d10	+3	16	
16	12d10	+4	16	
17	13d10	+4	16	Mech Enhancement
18	14d10	+4	17	
19	15d10	+4	17	Mech Enhancement
20	15d10	+5	18	

Mech Enhancements

Descriptions follow below for the various enhancements that a character can apply to their mech to increase its combat and non-combat abilities.

Active Camouflage: The mech has a special light bending coating and systems that enhance its stealth capabilities. Mechs with this enhancement gain a +4 circumstance bonus on Stealth checks and may attempt Stealth checks without cover or concealment, but only when moving no more than half its base speed or less. A mech must be at least 11th level to take this enhancement.

Additional Weapon Slot: The mech gains an additional weapon slot. This enhancement can be taken multiple times.

Advanced Armor Plating: The mech increases its armor bonus to AC by +1. The mech must be at least 7th level to take this enhancement. This enhancement can be taken multiple times.

Advanced Munitions: The mech is treated as though its pilot has the Weapon Specialization feat with all weapons from one weapon category from among melee weapons, ranged weapons, or heavy[TG] and siege[UC] weapons. This enhancement can be taken multiple times but must apply to a different weapon type each time.

Advanced Targeting: The mech is treated as though its pilot has Weapon Focus with all weapons from one weapon category from among melee weapons, ranged weapons, or heavy[TG] and siege[UC] weapons. This enhancement can be taken multiple times but must apply to a different weapon type each time.

Aethership Components: The mech gains 1 internal and 1 external slot where aethership modules[ACS] can be installed (as if the mech were an aethership of its size). If the mech has the battery pool enhancement, it may use charges from that battery in lieu of the purpose of powering these modules. A mech and its pilot do not gain a bonus on Strength-based checks from an aetherdrive, nor does having an active aetherdrive allow the mech to apply its natural armor bonus to the pilot's touch AC.

Weapon modules installed on the mech take up the mech's weapon slots in addition to external slots gained from this upgrade. Class I (Speeder) weapons take up 2 weapon slots, Class II (Small) weapons take up 4 weapon slots, Class III weapons can only be installed on Huge or larger mechs and take up 6 weapon slots, and class IV weapons can only be installed on Colossal mechs and take up 8 weapon slots. Larger and smaller sizes of weapon modules cannot be used by the mech.

This enhancement may be taken multiple times, each time granting 1 additional internal and external slot to the mech.

Arcforged Armor: The mech increases its hardness by 5. The mech must be at least 9th level to take this enhancement. This enhancement can be taken a second time starting at 13th level.

Arms: The mech gains a pair of fully integrated mechanical arms which allow it to wield an appropriately sized weapon without slotting it first. A mech may make as many attacks with such a weapon as their pilot's base attack bonus would normally allow. While wielding a weapon in such a manner, the mech is treated as having two fewer weapon slots (minimum 0); any weapons currently occupying slots that would be made unavailable cannot be used while the weapon is in hand.

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Battery Pool: The mech gains a small pool of energy they can use to charge technological weapons and devices. This battery pool is equal to 1 + 1/2 the pilot level. When the mech activates a technological item or weapon[TG], it may choose to have any consumed charges come from its battery pool instead. A mech restores its charges after 8 hours of inactivity. This enhancement can be taken multiple times, each time after the first increasing the battery pool by 1 + 1/2 the pilot level.

Biomech: The mech gains the biomech template* and can select Mech Enhancements listed in the Biomech Speaker* feat.

Cybernetic Integration: The mech takes the form of cybernetic body armor which can be worn by creatures of up to one size larger than the mech, in which case the wearer uses their own size in place of the mech's. Any creature wearing the mech is considered to be its pilot. The pilot gains a +5 bonus on Disguise checks to make the mech appear as a standard suit of armor. A mech worn in this way now causes 15% arcane spell failure due to its more confined configuration interfering with fine movements. The mech can still function while unpiloted or remotely piloted as normal. The pilot's hands are still occupied by piloting the mech.

Emergency Transport Pod: The mech gains a specialized attachment pod. Any dying creature contained in the pod is immediately stabilized. As a standard action, the pilot may place an adjacent ally inside the emergency transport pod. An ally in a transport pod may be targeted by the pilot and the mech's passengers. Exiting the pod is a standard action, and when a pilot or passenger in the mech is reduced to 0 hit points they may be automatically transferred to the pod if there is no creature inside (if multiple creatures are reduced to 0 hit points simultaneously, the pilot chooses which ones enter the pods. The pod cannot contain creatures larger than the mech. This enhancement may be selected multiple times, each time granting the mech an additional pod.

Ejector Seat: As an immediate action, the pilot may eject any number of creatures from the mech. Creatures which are unwilling to exit the mech are allowed a Reflex save to avoid ejection (DC 10 + 1/2 the pilot's level + the pilot's Strength modifier). Ejected creatures land in a random square within 20 feet of the mech, although they are allowed a DC 10 Acrobatics or Fly check to determine where they land and to negate falling damage (damage from further falling may occur as normal if the character is ejected midair).

Extra Seating: The mech can carry up to two additional Medium or smaller creatures without counting them against its carry capacity. This customization can be taken multiple times, each time increasing the number of Medium creatures the mech can carry by 2. For the purpose of being carried, Large creatures count as 2 Medium creatures, Huge creatures count as 4 Medium creatures, and Gargantuan creatures count as 8 Medium creatures. A mech cannot carry creatures larger than its size, but can accommodate creatures up to its size. As a full-round action, the pilot of the mech may allow another willing creature inside the mech to become the new pilot.

Extreme Acclimation: The mech has adapted to some form of extreme environment, gaining immunity to either acid, cold, electricity, or fire damage. While piloting the mech, the pilot gains resistance 10 to any damage type the mech is immune to. This enhancement can be taken up to two times, but the mech pilot must be at least 9th level to select it.

Fluid Operation: The mech's armor check penalty is reduced by 1. This enhancement may be taken multiple times.

Focusing Matrix: The mech is equipped with systems that enhance mental clarity. The mech's pilot gains a +2 alchemical bonus on concentration check.

Force Field: A force field sheathes the mech in a thin layer of shimmering energy that grants it a number of bonus hit points equal to twice the mech's Hit Dice. All damage dealt to a mech with an active force field or the mech's pilot is deducted from these hit points first. Once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours. This enhancement may be taken multiple times, increasing the bonus hit points by the mech's Hit Dice each time it is selected.

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Fortified Hull: The mech gains a number of additional hit points equal to twice its Hit Dice. This enhancement can be taken up to three times.

Hands-Free Apparatus: The pilot may pilot their mech using only one hand rather than both hands, allowing them to take other actions using other hands they possess. This enhancement may be taken a second time, in which case the pilot may pilot their mech using no hands while they remain inside the mech.

Hover Stabilizers: Mechs with this ability gain slow fall, as the monk class feature, except they do not need an adjacent surface to activate it. Treat the mech's level as its monk level to determine the total distance negated by this ability. If the mech has the powered servomotors* enhancement, the pilot can attempt a DC 15 Fly check to fall safely from any height without taking falling damage, as if using feather fall. When falling safely, the pilot may attempt an additional DC 15 Fly check to glide, moving 5 feet laterally for every 10 feet it falls.

Hydraulic Augmentation: The mech pilot's Strength score for the purpose of determining carrying capacity increases by 4. This enhancement may be selected multiple times, each time increasing the effective Strength score by 4.

Intelligent Vessel: The mech is able to be controlled by AIs in a manner similar to a robot, gaining the aggregate[TG] template when it is so controlled (even though it is not a robot). The pilot may spend a swift action to transfer an AI stored in a receptacle into a touched mech. While the mech has no other AI installed in it, it is considered to have a basic AI with an effective Intelligence score of 0, Wisdom and Charisma scores of 10, and no skill ranks or feats. If a pilot is not inside the mech, an AI can cause the mech to act on its own as if remotely piloted, though its actions may be limited by its Intelligence score (see the **AI Actions** subsection below for details).

Interplanetary Flight: The mech is equipped with the systems that allow it to travel between celestial bodies within a solar system. However, these systems can not function while within a planet's atmosphere. Traveling between a planet and its satellites, or between satellites or other objects in orbit of the same planet, takes 1d6 hours. Traveling between planets takes at least 2d6 days and may take longer at GM discretion. The mech must have the life support and thrusters enhancements, and must be at least 15th level to select this option.

Life Support: The mech, its pilot, and any other creatures carried within the mech are immune to inhaled poison effects and extremes of pressure such as a hard vacuum or the depths of the ocean. The mech and anyone carried within are also protected from temperature extremes as if by *endure elements*. Additionally, the mech can carry enough breathable atmosphere to last 1 hour per Hit Die before it must be recharged in a breathable atmosphere (such as that inside a ship). The amount of breathable atmosphere provided by this enhancement stacks with other Mech Enhancements that provide breathable atmosphere such as nautical superiority. A mech must be at least 5th level to select this enhancement.

Manual Loader: An allied character in an adjacent or shared square can reload a mech's heavy weapons as a standard action, or the mech's firearm weapons as a move action.

Nautical Superiority: The mech gains a swim speed equal to base land or fly speed chosen when this upgrade is selected. The mech can remain submerged for 1 hour per Hit Die before its air filters start to fail and the pilot has to attempt Constitution checks to hold their breath or begin drowning. A mech must be at least 5th level to take this enhancement.

Nitroboost: The mech's driver may spend a swift action to increase its base speed by 30 feet, but while its speed is increased in this manner, attempting any turn of 45 degrees or greater requires them to sacrifice an additional 5 feet of movement. The pilot can end this effect as a swift action.

Oxygen Supply: The mech possesses onboard mechanisms that supply atmosphere to the pilot. While inside the mech, the pilot does not take pressure damage and has an infinite supply of air. The pilot must be at least 9th level and have the life support enhancement to select this enhancement.

Powered Servomotors: Mechs with this enhancement gain a +15 bonus on Acrobatics checks attempted to perform a long jump or high jump. In addition, they are always considered to have a running start when jumping.

Resilient Build: The mech gains a 25% chance to negate critical hits and precision damage. This enhancement can be taken a second time to increase the chance to 50%, and a third time to increase the change to 75%.

Rocket Punch: The mech may fire off part of itself as a projectile as part of an attack, making an attack with one of its melee weapons at a range of up to 20 feet beyond its normal reach. This can be done once per round and does not increase the mech's threatened range. A mech may gain this enhancement multiple times. Each time, it may use this ability an additional time per round and increases the range by an additional 10 feet.

Siege Mode: As a move action, the mech can root itself in place, losing all movement speeds until it uproots itself as a move action (if the mech is in the air when it roots itself, it hovers in place, assuming a configuration where it cannot easily move). While in siege mode, a mech gains a +4 bonus on damage rolls and to CMD and reduces all range penalties by 4.

Size Decrease: The mech's size decreases by one size category, increasing its size bonus to Dexterity by 2. This enhancement can be taken multiple times.

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Size Increase: The mech's size increases by one size category, increasing its size bonus to Strength by 2 and reducing its modifier to Dexterity by 2 (this can cause the modifier to Dexterity to become a penalty). This enhancement can be taken multiple times. The mech cannot take this option to increase beyond Large size, +1 size category for every 6 pilot levels (Huge at level 6, Gargantuan at level 12, Colossal at level 18). If the mech takes this enhancement while already Colossal, its space and reach increase from 30 feet to 60 feet.

Stable Performance: While piloting the mech, the pilot may treat their Strength and Dexterity scores as their normal ability scores or 12 + the mech's size bonuses to those scores for the purpose of making attack and damage rolls using the mech's weapons. While the mech is unpiloted or remotely piloted, the mech is treated as a construct with Strength and Dexterity scores equal to 12 + the mech's size bonuses to those scores.

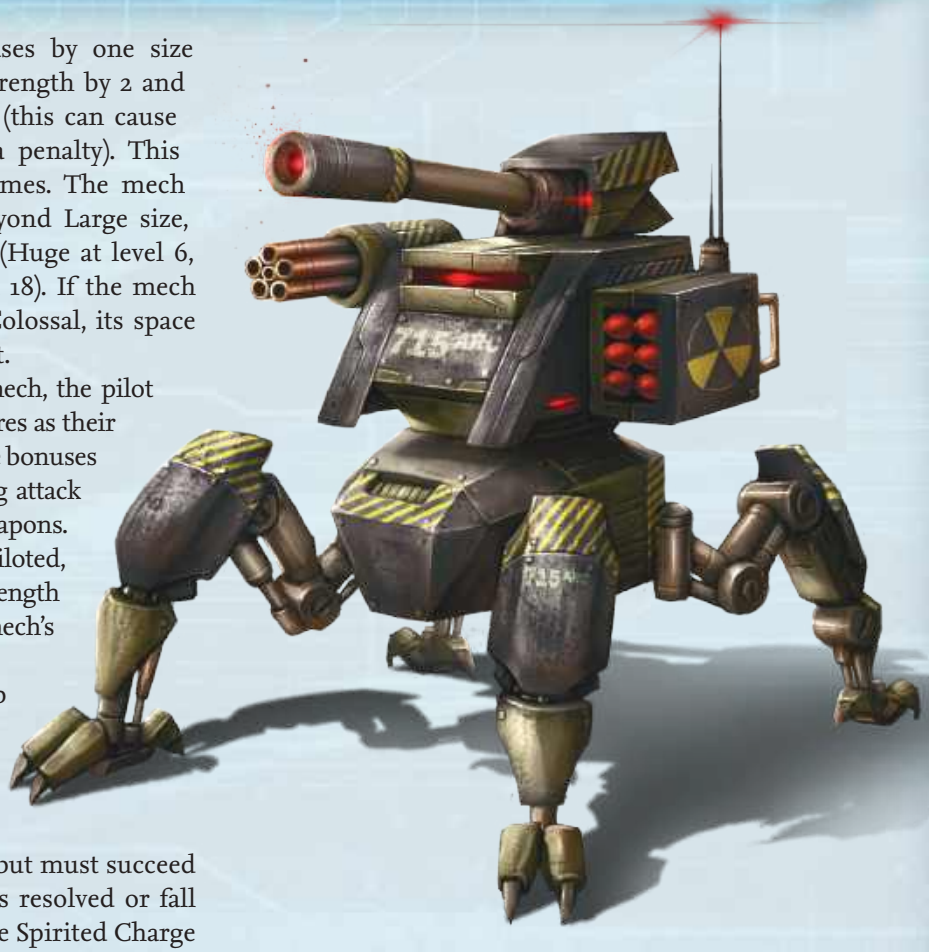
Sticky Treads: The mech gains a climb speed equal to half its movement speed.

Thundering Crash: While a nitroboost enhancement is active, the pilot deals double damage with melee weapons on the first attack made as part of a charge but must succeed at a DC 25 Ride check after the attack is resolved or fall prone. This ability does not stack with the Spirited Charge feat. A mech must possess the nitroboost enhancement to select this enhancement

Thrusters: The mech increases its current fly speed by 10 feet and increases its maneuverability by one step. If the mech did not have a fly speed before taking this upgrade, it gains a fly speed of 10 feet and has a maneuverability of clumsy. This enhancement can be taken up to three times. Each time a mech gains this enhancement, improve its fly speed by an additional 10 feet and its maneuverability by one step.

Total Transformation: When the mech uses the transformation Mech Enhancement to take on a new body type, the mech may exchange one additional enhancement for a new enhancement selected for its transformation. This enhancement may be selected multiple times, each time allowing the mech to exchange an additional enhancement.

Transformation: The mech can take on a different form. When you take this customization, choose one mech body type and a new set of Mech Enhancements (although this new form must select transformation as one of its enhancements for each other form the mech possesses). The mech may exchange its body type and one of its enhancements (besides transformation and total transformation) for this other body type or revert to its original form as a full-round action, altering its stats as dictated by its new form. If a mech's transformed form has fewer weapon slots than its original form or vice versa, those excess slots are unusable while in the form with fewer slots. This enhancement can be taken multiple times, each time selecting an additional body type and set of enhancements the mech can transform into.



Weapons Upgrade: The mech can treat the damage dice of either melee weapons, ranged weapons, or heavy[TG] and siege[UC] weapons as though they were one size category larger. The mech can take this upgrade multiple times, but it cannot apply to a given weapon category more than once. A mech must be at least 5th level to take this enhancement.

AI Actions

AI with Intelligence below 3 may learn tasks, similar to teaching an animal tricks with the Handle Animal skill. Sapient AI (3 or more Intelligence) do not need to be taught tasks and do not need to be commanded but may have their actions overridden if its crafter commands it. At GM discretion, other tasks may be granted to an AI (either creating new tasks, borrowing Handle Animal tricks, etc.).

Programming an AI to perform a task requires 30 minutes of work and succeeding at the listed associated skill DC. If an AI would be taught a task beyond its maximum, one of its existing tasks must be deleted first.

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Commanding an AI to perform a task normally requires a move action (or a swift action if you possess the Tinker sphere Artificial Intelligence Mastery talent).

AI with Less Than 3 Intelligence: For AI with an Intelligence score less than 3 (or mindless), such AI normally only takes commands from its creator, but may be instructed (as part of maintaining your gizmos) to take orders from other creatures as well. If such an AI is not told to perform a task, it does nothing and awaits a command. While engaged in a task, the AI will single mindedly pursue said task even if it means its own destruction.

AI with an Intelligence score of 3 or greater can act independently, usually following their Tasks or general designations from their creator (roughly defined on creation, i.e. a Guardian-classification AI would, without any orders or instructions, tend to defend their creator).

While an AI can be programmed for any number of tasks, the AI still requires an appropriate host gizmo to perform that task. An AI installed in a immobile toaster cannot attack a bandit even if commanded to use the attack task.

An AI can be taught a task from the following list, with other tasks available subject to GM discretion:

Aid (DC 15): The AI can perform the aid another action to aid yourself or an ally in combat against a specific foe. If the AI is trained in a skill, it can also use the aid another action with that skill to assist a specified individual.

Attack (DC 20): The AI will attack apparent enemies or obstacles. Specified foes or objects can be designated. The AI can be instructed to remain in melee with foes or try to remain at a distance and attack from a range. AI will focus on killing their target in the most straightforward manner using direct damage over any sort of combat tricks, or environmental maneuvers.

Come (DC 0): The AI will go to the targeted area and individual and can also be told to follow said target. This task can also be used to make an AI stand down from any other current task it is doing, by being told to simply stay in place. The AI may be commanded to stay in place completely still giving the impression it has been deactivated. This deception can be noticed with a successful DC 20 Perception check. Every AI knows this task automatically without counting towards the limited number of tasks they may know.

Deliver (DC 10): The AI will deliver a message, or an item, or a person (either by letting them ride on them or by escorting them) to a specified location or person. It can instead fetch a specified target instead of delivering one.

Free Self (DC 10): The AI will actively try to escape any bindings such as being in a cage or being tied up. The command can also be used to try to get the AI to knock off any of its current riders with an opposing Strength check.

Guard (DC 20): The AI will guard a target person or area. It can be made to guard the target so it cannot move freely or leave an area, or guard them to protect them from outside harm or injury.

Routine (DC 5): The AI will make itself function like a *routine* for its owner until given the command to stop.

Maneuver (DC 25): The AI will engage in specified combat maneuvers, as well as *demoralization*, and feint. It can be commanded to use the environment in a specific way (such as push a foe off a cliff) or engage in more complex combat situations (such as prioritizing flanking a foe over other mobility options). This task may only be programmed if the AI already knows the attack task.

Rescue (DC 20): The AI will take a target out of danger. It can also be programmed to make specific creatures alert of the target's status, such as to attract medical aid to a being in need of assistance.

Retreat (DC 20): The AI will stop any attacks it is doing and retreat from combat or dangerous scenarios to a specified location or person. It will take any defensive actions required to protect itself, but not engage in any aggression itself.

Serve (DC 10): The AI can be programmed to take commands from other creatures as determined by the programmer, as well as serve as *routines* for them, as long as the AI can perform the task normally.

Speak (DC 15): The AI is programmed to engage in basic conversation. The conversation is primitive and is only the AI really responding with pre-programmed results. As an example; AI can flatter its master on their choice of attire, or demand that unauthorized personnel leave an area, but outside of a specific set of circumstances the AI has nothing to say, and will resort to error messages.

Subdue (DC 15): The AI is programmed to take down a target with nonlethal attacks. The AI must possess the attack task before being programmed this one.

Track (DC 15): The AI tracks the tracks or scent presented to it. This requires the AI to be trained in Survival, or have the scent ability.

Use Gizmo (DC 10): The AI is programmed to use a single kind of gizmo. This can be its host gizmo, or a gizmo that it is capable of wielding with its host gizmo (such as a combined gizmo, or gizmo held by a *mechanoid* body). This task can be programmed multiple times for different gizmos. A mechanoid and any of its innate gizmos are treated as a single gizmo for this task.

Use Spell (DC 15): The AI is programmed to receive and use a specific spell (chosen at the time of programming), allowing it to fully take advantage of the spell's effects. The spell should be one that grants the AI an ability it might not normally be intelligent enough to make use of or one that it might not even realize it has (such as *telepathy*). The AI is able to recognize when it has been affected by this spell and can take full advantage of the spell's effects. At the GM's discretion, an AI can also be programmed to receive certain nonspell effects, such as those granted by a wand of fireballs. The AI can be programmed for this task multiple times; each time it learns this task, it becomes trained to utilize a different spell effect.

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Watch (DC 20): The AI can be told to keep watch over a specific area and sound an alert if unplanned activity or unauthorized personnel enter it. It can be instead programmed to seek out specific stimuli or people using whatever sensors it possesses.

Work (DC 10): The AI engages in basic menial labor or performs basic entertaining tricks or performances. If the AI has skill points in Craft, Performance, or Profession, it will engage in said skills.

Non-Companion Mechs and Vehicles

The rules presented for companion mechs can also be used to generate vehicles and mechs for general use in your campaign world.

A character with the Craft Mech* feat and access to a garage or Military Lab* can craft any of the mech types detailed earlier. Crafting a mech requires a Craft (mechanical) check with a DC equal to 20 + the mech's Hit Dice + the number of enhancements, and costs 1,000 pieces × the mech's Hit Dice × total number of enhancements. Use the mech advancement table when determining the abilities of the crafted mech; a character cannot craft a mech in this manner whose required pilot level exceeds his total ranks in Craft (mechanical) - 4.

Biomech Template

What may originally come from an artificial skeleton can sometimes, through a complex understanding of biology and mechanics, be made into a sophisticated cyborg creature that is of an altogether new type of entity. Dubbed "biomechs" by many, these creatures are artificial wonders of science that transcend the normal limits of engineering.

Biomech is a template that can be applied to any construct (referred to hereafter as the base creature). A biomech uses all the base creature's statistics and special abilities except as noted here.

CR: Same as base creature (+0)

Type: The base creature's type changes to aberration. However, Hit Dice, BAB, skills, and saving throws are not recalculated for the creature. The creature does lose any bonus hit points it would gain from being a sufficiently large construct.

Ability Scores: The creature gains a Constitution score of 10, which improves by +2 for every size the creature is above Small (so a Large biomech would have a Constitution score of 14). Even though it is now an aberration, a biomech that did not have an Intelligence score does not gain an Intelligence score when it gains this template. If a creature had an Intelligence score and skill list by a subtype (such as the robot[B5] subtype), it retains that Intelligence score and skill list.

The creature loses any bonus hit points it would gain from being a construct or mech.

Special Qualities: Biomechs possess the following special qualities

Constructed Defenses (Ex): Biomechs retain any construct immunities they initially possessed, but now heal naturally and can be affected by healing, positive energy, and negative energy as if they were living creatures.

Origin-Bound (Ex): The life source of a biomech is intrinsically tied to the process originally used to construct it. If the creature possessed any subtypes or labels such as golem, mech*, or robot[B5] when it was a construct, it is still affected by abilities as if it were that type of construct in addition to the aberration type. The biomech does not need to eat, sleep, or breathe.

Psibertech

Augmentation of one's own body and mind has always been an integral aspect of the study of psionics, and technology has only advanced this science further. Many manifesters have facilitated the installment of mechanical upgrades to improve their psionic abilities. These so-called psibertech components offer a range of improvements to one's natural manifesting capabilities and have become powerful tools of psionicists.

A psibertech augmentation may be selected in place of a known power, feat, or selectable bonus feat by any psionic character. A character may use their base attack bonus in

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place of their manifester level to qualify for psibertech and determine the effects of abilities based upon manifester level.

A character must possess the Base Augmentation of a piece of psibertech before selecting any of the Advanced Augmentations. If a character possesses at least three Advanced Augmentations in a piece of psibertech, they gain the Ultimate Augmentation at 20th level.

A creature can have multiple psibertech components, sacrificing a power or feat for each individual augmentation, so long as the total implantation value does not exceed their max implantation (as per the Cybertech Rules[TG]). The implantation value is added only on Base Augmentations; Advanced Augmentations and Ultimate Augmentations do not add anything towards an augmented creature's implantation value.

Psibertech abilities are considered (Su) unless otherwise specified. The save DC for a psibertech ability is 10 + 1/2 the wearer's manifester level + their highest mental ability score modifier.

Crafting Psibertech

Psibertech may be crafted in addition to selected, although the process is often costly and intensive to perform. A piece of crafted psibertech functions as a normal piece of cybertech and costs 10,000 gp to create, requiring the Craft Cybernetics* feat and a DC 26 Craft (mechanical) check to succeed. Implanting the crafted piece of psibertech requires a DC 26 Heal check.

A crafted piece of cybertech grants only the benefits of the Base Augmentation but may be augmented to apply additional augmentations. Each Advanced Augmentation costs 20,000 gp plus an additional 10,000 gp for each other Advanced Augmentation applied to the piece of crafted psibertech (for example, a piece of psibertech that applies the Base Augmentation and two Advanced Augmentations would cost 60,000 gp). A crafted piece of psibertech with at least three Advanced Augmentations applies the benefits of the Ultimate Augmentation to characters of 20th level.

Having the base piece of psibertech implanted makes a creature eligible to select Advanced Augmentations of that specific psibertech component and qualify for its Ultimate Augmentation.

Crafted psibertech can typically be purchased at twice the price to craft it.

Arm of the Augmented Blade

Slot arm; **Weight** 9 lb.
Implantation 2

Mind blades are classic weapons of psionicists, but some have considered alternate venues to augment their fighting capabilities with formed weapons. These versatile mechanical limbs were created and augmented by devoted soulknives and psychic warriors to cement their psychic weaponry as superior to any other fabrication.

Base Augmentation

Transformed Weapon: Your hand gains the ability to transform into a weapon every time that the augmented creature forms a mind blade[UP] or manifests *call weaponry*[UP]. This functions as the class feature or power as normal, save that the weapon automatically takes the place of your hand as per the *graft weapon*[UP] power, granting all of the benefits of that power.

Advanced Augmentations

Deadly Weapon: The critical threat range of any weapon your arm becomes is increased by 1. This effect is applied after the *keen* weapon special ability or the Improved Critical feat but does not stack with any other effect which increases a weapon's critical hit range by a static value.

Enduring Manifestation: In places where psionic effects do not normally function (such as within a *null psionics field*[UP]), you can attempt to sustain the transformed limb by attempting a DC 20 Will save. On a successful save, the effect is maintained for a number of rounds equal to your class level before you need to attempt another Will save to maintain the weapon, although the weapon is treated for all purposes as a non-magical, masterwork weapon while in a place where psionic effects do not normally function. If the transformed limb is a mind blade, the DC to maintain it is reduced to 15.

Lethal Strike (requires manifester level 15): The critical damage multiplier of any weapon your arm becomes is increased by 1 (from x2 to x3, for example), to a max multiplier of x6.

Piercing Weapon: Whenever the arm is transformed into a mind blade or a called weapon, it is treated as being made of silver or cold iron, chosen by you when you gain this ability. The effective material may be changed through a reprogramming that requires 1 hour of uninterrupted concentration. If you are at least 15th level, you may choose to have the weapon count as adamantine in place of cold iron or silver.

Ultimate Augmentation

Perfect Blade: Any weapon the hand becomes automatically confirms any critical threats that it threatens.

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Collectivist's Mental Uplink

Slot brain; **Weight** 1 lb.
Implantation 2
A mental uplink is a cybernetic augmentation that is frequently applied to the minds of tacticians, vitalists, or other psionicists who utilize a collective to unify their fellows. Entire networks of uplinked tacticians stand guard over sophisticated fortresses and cities, observing through and around the territory by means of their neural prescience.

Base Augmentation

Rapid Recruitment: You gain the ability to add willing creatures to your collective as a move action rather than a standard action. You may expend psionic focus to add a single willing creature to your collective as a free action.

Advanced Augmentations

Collective Tactics: You treat all creatures in your collective as possessing any teamwork feats[APG] that you do for the purpose of gaining the benefits of teamwork feats.

Collective Triangulation: You have an intuitive sense of the locations of all creatures in your collective and know the positions of all creatures in your collective that are on the same plane as you. Any collective member you cannot see still has total concealment (50% miss chance) against you, and you still suffer the normal miss chance when attacking creatures that have concealment. You are still denied your Dexterity bonus to your AC against attacks from creatures in your collective that you cannot see.

Network Manifestation (requires manifester level 15, network perception): You gain the ability to manifest powers through a member of your collective that you are sensing through with network perception. The member selected by this ability is treated as the power's originator, and all ranges are calculated from their location. You still expend your own power points for manifesting a power in this way.

Network Perception (requires manifester level 10): You gain the ability to utilize the senses of any other member in your collective, effectively gaining the ability to see, hear, or otherwise perceive the world from their perspective. This functions as the *remote viewing*[UP] power with the perspective being the creature in the collective, save that you cannot manifest powers through this ability and you may activate this ability as a free action. You may use this ability once per day for every 5 manifester levels you possess.

Ultimate Augmentation

Vast Collective: The number of creatures you may have in your collective at any one time is doubled. If you possess the Network Perception Augmentation, there is no limit to the number of times per day you may use that Augmentation.

Cyberart of the Expert Tattooist

Slot None; **Weight** None
Implantation 1
Psionic tattoos have been a tradition for as long as manifesters have practiced their craft and have transitioned rather fluidly into a world of cybernetics. Cyberart has taken the place of traditional ink in these cultures, but the principles of psionic scribing still apply to this new medium. These shifting patterns have become powerful matrices for psionicists who understand how to use them.

Base Augmentation

Subtle Activation: You may activate psionic tattoos[UP] without having them actively exposed or manipulated. You do not need to touch a tattoo on your body to activate it and activated tattoos do not need to be in plain sight to be activated.

Advanced Augmentations

Accelerated Pattern: By expending psionic focus, you may activate a psionic tattoo on your person as a move action rather than a standard action.

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Augment Pattern (requires manifester level 5): Whenever you activate a psionic tattoo, you may expend psionic focus to augment the power using points from your own power point pool to a maximum effective power point cost of your manifester level. A single metapsionic feat may also be applied using this ability, but the additional power point cost counts towards the maximum number of power points you may spend on the manifestation and must be paid for using your own power points.

Chain Pattern: When you activate a psionic tattoo, you may select another tattoo on your person. That tattoo activates automatically at the start of your next turn.

Pattern Fluidity (requires manifester level 10): When you activate a psionic tattoo on your person, you may expend psionic focus and a number of power points equal to the normal cost of the power in order to manifest the power without causing the psionic tattoo to vanish. You may only use this ability once per tattoo per day.

Pattern Reserve: This psibertech may store power points in a manner similar to a cognizance crystal[UP]. This piece of psibertech can store a number of power points equal to 1/2 your manifester level (minimum 1).

Ultimate Augmentation

Complete Pattern: As a full-round action, you may expend psionic focus to activate up to three psionic tattoos as part of the same action.

Deceiver's Prosthesis

Slot Eyes and Ears; **Weight** 1 lb.
Implantation 2

Spreading across the face and moving down the entire body, this complex array of skin prosthetics can render a creature unrecognizable through a combination of elaborate disguising technology and bits of mental interference. Popularized by advanced espionage agents who operate in the most lethal parts of society, these intricate pieces of cyberware exist to ensure that a fight never erupts.

Base Augmentation

Reshape Appearance: You gain the ability to change your appearance as the *minor metamorphosis*[UP] power, save that it has a duration of permanent (D) and that you gain no menu options.

Advanced Augmentations

Block Reading (requires manifester level 15): You cannot be tracked through supernatural or high-tech means. This ability functions as *barred mind*[UP] but grants no resistance bonus on saving throws.

Brain Hacker: Every time that a creature attempts to use a mind-affecting effect on you, the creature must attempt a Will save or take a -2 penalty on all Will saving throws against your abilities for 1 hour. This is a mind-affecting effect.

Deductive Interference: When a creature attempts an opposed Perception check or Sense Motive check to see through a Bluff, Disguise, Sleight of Hand, or Stealth check you attempted, they must attempt a Will save or take a -5 penalty to their opposed check. This is a mind-affecting effect.

Falsify Reading: Whenever you succeed at a saving throw a device, power, or spell that gathers information about you through divination powers or magic (such as *detect thoughts* or *scrying*), you may show false information in place of a blank reading. Creatures are allowed a Sense Motive check opposed by your Bluff check to recognize the reading as false.

Fool Disruption (requires manifester level 10): You suppress any magical, technological, or psionic auras of equipment that it carries, causing any effect that reads such auras to perceive them as non-magical or otherwise uninteresting. In addition, once per day when targeted by an effect that would dispel effects upon them (such as *dispel psionics*[UP] or *discharge*[TG]), you may increase the dispel DC to affect you, your equipment, and any effects you create by 5 against that specific dispel attempt.

Ultimate Augmentation

True Unknown: Any creature that looks at you does not recognize who you are, even if they have met you before or other evidence would exist to confirm your identity. You may designate certain creatures to ignore this effect as a free action. Creatures immune to mind-affecting effects are immune to this ability.

Ears of the Prescient Medium

Slot Ears; **Weight** 1 lb.
Implantation 1

The realm of athanatism is mysterious and rarely tangible, but no secret remains beyond the reach of technology forever. This unique psibertech augment combines the perceptive and analytical abilities of machinery with the unique spiritual capacity of a conduit, the wearer of these implants gains a comprehension of the spirit world unrivaled among the living.

Base Augmentation

Spirit Sense: While maintaining psionic focus, you detect the presence of all undead or incorporeal creatures within 60 feet. This functions as Echosense[SoO], save that it applies only to the creatures listed above. You may expend psionic focus to gain Echosight[SoO] against such creatures for 1 round.

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Advanced Augmentations

Ethereal Weaver: You may expend psionic focus to halve or double the duration of any athanatism[PASP] power that you manifest or that you are affected by. This does not stack with the benefits of the Extend Power[UP] feat, but the reduction effect may cancel the effects of that feat.

Gifts of the Hereafter: You may treat the CR as well as the HD of any creatures you target with athanatism powers as being 2 higher or 2 lower for the purpose of determining the power's effects.

Voices from Beyond: You gain the benefits of the uncanny dodge class feature, as a rogue. This improves to improved uncanny dodge at 10th level, using your manifester level as your rogue level.

Wisdom of Eternity: You increase all insight bonuses you gain from athanatism powers by 1.

Ultimate Augmentation

Phantom Awareness: The augmented creature develops a prescience that spans across both worlds. They gain echosight out to 120 feet, which detects corporeal as well as incorporeal creatures.

Ectoplasmic Tinker's Analytics

Slot Eyes; **Weight** 1 lb.
Implantation 2

Understanding of the structure of ectoplasm is a crucial aspect to manipulating and shaping it, but the price of expansive and diverse power is the strain upon the wearer for trying to control it all. Hence, several ectoplasmic experts have formulated algorithms and mechanical perception augments to help them better function with and control their ectoplasmic creations. Seeing dangers or flaws where the eyes cannot, these bionics help cement a shaper's total control over the battlefield.

Base Augmentation

Ectoplasmic Sight: Any effects you create through metacreativity[UP] powers do not block your line of sight for you, although they do so as normal for everyone else. You automatically sense where any object or construct you have created with a metacreativity power is, alongside how much damage it takes.

Advanced Augmentations

Enhanced Reconfigure: As a standard action, you may alter the menu options of an astral construct[UP] you have created. In addition, when using the reconfigure ability of the aegis[UP] class, you may reconfigure two additional customization points worth of customizations.

Enlarged Production: Items that you create with the *ectoplasmic creation*[UP], *major ectoplasmic creation*[UP], or *true creation*[UP] powers can fill up to 3 cubic feet per manifester level rather than 1.

Rapid Reconfigure: You may use the reconfigure class feature as a move action rather than a standard action.

Regenerative Ectoplasm: Any object or construct you create with a metacreativity power (alongside your astral suit) recovers hit points at a rate of 1 per round for every 2 manifester levels you possess.

Resilient Ectoplasm (requires manifester level 10th): Any hardness that your ectoplasmic creations (including astral suit) possess is increased by 2, and the damage reduction of your astral constructs becomes DR/adamantine.

Ultimate Augmentation

Infinite Mutability: As a standard action, you may transform a metacreativity effect you have manifested into another metacreativity effect worth up to a number of power points equal to the original effect's number of power -2. The target area of the new effect is the same as the location of the old effect, and its duration is the same as the remaining duration of the previous power. Creatures are allowed a saving throw against the new effect as normal. For example, a shaper could use this ability to convert a 6th-level astral construct into a *wall of ectoplasm*[UP] whose location includes the former location of the astral construct. In addition, you may use their reconfigure class feature as a free action rather than a move action if you possess the rapid reconfigure augmentation.

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Endoskeleton of the Morphic Soldier

Slot body; **Weight** 22 lbs.
Implantation 3
This machine was created by egoists to help facilitate and amplify their psychometabolic abilities, stabilizing their transformations and turning them into deadly opponents. Some elite forces of psychic warriors are implanted with these skeletons from birth, learning to work and fight with all their lives.

Base Augmentation

Streamlined Alteration: Whenever you manifest a psychometabolism[UP] power targeting only yourself, you may expend psionic focus to double the duration of the power. This benefit does not stack with the Extend Power[UP] feat.

Advanced Augmentations

Enhanced Transformation: Whenever you would be subject to a psychometabolism power that would provide an increase to an ability score, you may improve ability score increases by an additional +2. Any penalties to ability scores as a result of such powers modified in this way are reduced by 2 (to a minimum of 0).

Facilitated Transformation: When you manifest a psychometabolism power which targets only yourself, you may reduce the cost of one metapsionic feat used to augment the power by 2 power points (to a minimum of 0 power points).

Guarded Metabolism (requires manifester level 5th): While under the effects of a psychometabolism power you have manifested, you have a 25% chance to negate any critical hits or precision damage against you, as the *fortification* armor special ability. This increases to 50% at 10th level and 75% at 15th level. This benefit does not stack with fortification armor or similar abilities.

Ultimate Augmentation

Perpetual Reshaping: When you manifest a psychometabolism power on yourself, you may treat the power's duration as Permanent (D). Only one power can be made permanent in this way at a time, and the power must have a minimum duration of 1 round/level to be made permanent.

Legs of the Worldwalker

Slot Legs; **Weight** 40 lbs.
Implantation 2
Few things are more important to a nomad than control, and many nomads who operate in the extreme locations have taken extreme measures to ensure this control. Not trusting their own nervous systems, some of them have created augments that replace their lower body. Although these augments are known as legs, they can take any variety of forms, from fins to tails to even jets.

Base Augmentation

Rapid Mobility: An augmented creature has one of their base speeds increased by 5. This increases by 5 again at 10th level and 20th level. The base speed increased by this augmentation can be changed with one hour of modification.

Advanced Augmentations

Agile Clarity: As part of a standard or move action to regain psionic focus, you may move up to half your speed. This movement provokes attacks of opportunity as normal.

Boundless Traveler (requires manifester level 13th): You no longer need to have line of sight on where you teleport and can sense instinctively whether or not you may

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teleport into a location (i.e. whether or not it is occupied). In addition, you are treated as constantly being under the effects of a *life bubble*[APG] spell.

Dimensional Shuffle: Whenever you are affected by a teleportation effect (including the nomad's step[UP] ability), you may alter the location at which you reappear by half your base land speed in any direction. You are required to have line of sight on the place where they reform.

Expanded Mobility (requires manifester level 5th for fly speed): You gain a fly speed (good), swim speed, or climb speed equal to one of your base speeds. You may select this Augmentation multiple times, each time selecting a different speed.

Ultimate Augmentation

Infinite Mobility: You constantly benefit from a *slip the bonds*[UP] power, and gain a fly (perfect), swim, burrow (earth glide), and climb speed equal to your base land speed.

Library of the Psionic Scholar

Slot Brain; **Weight** 1/2 lb.
Implantation 2
Psionicists expand their frontiers by nature, and the bionic "libraries" have become a mighty asset to these pursuits in recent years. Storing and rationalizing a wide variety of powers, the libraries have enabled sages of all disciplines to enlarge their capacities significantly. Armed with this, a psion's versatility is limited only by his imagination.

Base Augmentation

Dataslot: You gain a slot in which a single power stone[UP] can be implanted. You may manifest a power from a power stone stored in this power stone repository as if it were a known power, so long as it is on your class list. You are incapable of manifesting a power in this way whose level exceeds your highest-level power known.

Advanced Augmentations

Adaptive Mind: You are capable of manifesting power stone powers that are not on your class list as if they were known powers so long as a corresponding power stone is implanted in your dataslot.

Additional Slot: You gain a second dataslot in which you can store power stones, allowing you to store 2 power stones at a time.

Data Portage: When you have a power stone inserted inside one of your dataslots, you may copy a power you know onto the power stone as a standard action. This immediately overwrites any powers already on the stone. You cannot copy a power whose minimum manifester level exceeds the manifester level of the power stone onto a power stone.

Enhanced Data (requires manifester level 5th, adaptive mind): You may copy knowledge from power stones permanently into your memory. Absorbing this knowledge is a process that takes one hour and requires the power stone to be inserted into you for the entire duration. Upon completion, you learn the power as if through the Expanded Knowledge[UP] feat and may manifest it as if it were a power known. You are incapable of learning a power in this way whose level exceeds or equals that of your highest-level power known. You may have one copied power known at a time, plus an additional copied power for each time beyond the first you select this Augmentation. When you copy knowledge from a power stone, you may have it replace knowledge from another power stone you have copied. You may select this Augmentation multiple times.

Ultimate Augmentation

Cosmic Intelligence: When you recover your daily power points after resting, you may choose to exchange one power that you know for a new power of equivalent level which you could learn through the same means (such as the power being on your class list or being selected through the Expanded Knowledge feat).

Mech Pilot's Bond

Slot Head; **Weight** 1 lb.
Implantation 1
Mech pilots know well the advantages that technology can bring to the battlefield, and will sometimes implant communication devices inside themselves so as to better keep track of and work with their mech. In many parts of the world, gaining a bond is the first step in becoming a bona fide mech pilot, and the benefits of such a surgery can clearly be seen in combat.

Base Augmentation

Sense Mech: You always know the location of your bonded mech* as well as your distance from it. In addition, your bonded mech gains the share power ability of a psicrystal[UP].

Advanced Augmentations

Call Mech (requires manifester level 5th): As a move action, you may teleport your bonded mech to your square or a square adjacent to you. When you do, you may choose to enter the mech as a free action as it reforms around them. If you have a class feature which creates a mech, you may form it around yourself as a move action.

Remote Ejection: You may attempt to forcibly remove a creature piloting or riding your bonded mech as a standard action. Attempt a bull rush against the creature with a circumstance bonus equal to 1/2 your bonded mech's effective level. On a success, the target is ejected into a space of your choice adjacent to your mech.

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Remote Mechbond (requires manifester level 15th): Your bonded mech gains the sight link and channel power abilities of a psicrystal.

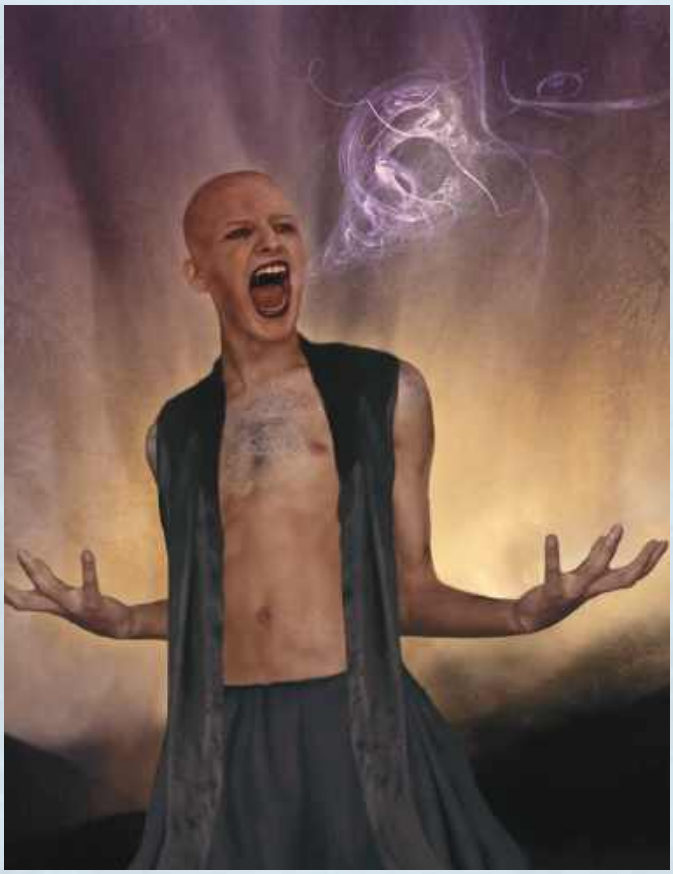
Twofold Tactics: While you are remotely piloting a bonded mech, the mech gains the benefits of any teamwork feats[APG] that you possess.

Ultimate Augmentation

One Form: You may teleport to your bonded mech's location or teleport your bonded mech to your own location as a swift action. You may choose whether to enter their mech when teleporting. If you possess a class feature which creates a mech, you may form it as a free action.

Mindlord's Vocal Augmentation

Slot Head; **Weight** 2 lbs.
Implantation 2
Speech is a deadly weapon, as effective as any mind control in the hands of an expert wielder. By learning to augment their psionic mind control powers with vocal enhancements, many telepaths and dreads have figured how to expand their presence among the weak-minded as well as incapacitate otherwise resistant foes.



Base Augmentation

Infuse Speech: You gain the ability to augment your mind-affecting powers with speech. You may speak while manifesting such a power and thus make the power language-based (meaning that it can only affect creatures which understand the language). If you do, creatures that understand the language take a -1 penalty on saving throws against the power. The target must be able to hear your words to be susceptible to this effect.

Advanced Augmentations

Manyfold Tongue: When you infuse speech into a mind-affecting power, you may speak in up to three languages you know at the same time, affecting creatures which understand any of these languages.

Mass Mindshaper: When you infuse speech into a mind-affecting power which targets one or more creatures, you may augment it with the following augment:

Augment

For every 2 additional power points you spend, this power can affect an additional target within range.

Undeniable Voice: All mind-affecting effects you infuse with speech gain a +4 circumstance bonus on checks attempted to overcome power resistance.

Unsteadying Words: When you infuse speech into a mind-affecting power, you may expend your psionic focus to cause any creature that fails their saving throw to become shaken for 1 round. If a power does not allow a saving throw, the target must succeed at a Will saving throw to avoid becoming shaken if you expend psionic focus in this way.

Ultimate Augmentation

Great Mindshaper: The mass mindshaper augment instead affects two additional targets for every 2 additional power points spent. In addition, all telepathy[UP] powers of at least close range that you infuse with speech are treated as having a range of long (400 feet + 40 feet/level).

Nano-Metabolic Interface

Slot none; **Weight** 1/2 lb.
Implantation 5
Nanites are a source of many incredible technological developments, molding seamlessly into psychometabolic techniques to create entities of incredible capability and resilience. While most creatures are content with a small colony of nanites operating in their bloodstream, some cyberneticists go further by rebuilding much of their body and mind with these microscopic machines, making their functions not only more durable but also more potent. Progressively, the creature's body becomes more and more mechanical, eventually reaching a zenith of total nanitic integration.

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Base Augmentation

Synthetic Psychometabolics: The DC to dispel any psychometabolism[UP] effect you manifest on yourself is increased by 2.

Advanced Augmentations

Cleansing Nanites: You gain immunity to disease.

Infesting Touch: You can make a melee touch attack against a creature or object, dealing 1d6 points of damage 2 per manifester levels to the touched entity. Hardness and damage reduction apply as normal against this attack.

Hostile Nanites: As a move action, you may coat a weapon or natural weapon with a poison called nanite venom. The save DC is 11 + 1/2 the augmented creature's manifester level + the augmented creature's highest mental ability score modifier. You may use this ability once per day, plus an additional time per day for each time you select this Augmentation. You may select this Augmentation multiple times, each time increasing the damage die of the poison by 1 size (1d4 to 1d6, 1d6, to 1d8, 1d8 to 1d10, to a maximum of 1d12).

Nanite Venom — injury; frequency 1/round for 6 rounds; effect 1d4 points of damage to one ability score (chosen when poison is secreted onto weapon); cure 2 saves.

Nanite Swarm (requires manifester level 10th): You gain the ability to discorporate into a cloud of nanites as a full-round action. While in this state, you gain all swarm traits in addition to a swarm attack that deals 1d6 points of damage for every 2 manifester levels you possess. You may reform into your normal form as a full-round action.

Ultimate Augmentation

Nanitic Apotheosis: You become a living colony of microscopic entities, gaining immunity to critical hits and precision damage.

Necrotic Scourge Installation

Slot Special; **Weight** 4 lbs.
Implantation Special

The product of a technologically-inclined necromancer who wished to harness psionic power to expand his dominion across eternity, the necrotic scourge augmentation is more a disease than a benefit. Creatures are most often implanted with this device by force, and once they have been inducted serve only to multiply further. Infecting and enslaving millions if not billions of sapient life forms as it spread across the universe, the Necrotic Scourge Installation has since gone rogue, no longer serving its original master and developing a mind of its own from its nigh-invincible soldiers.

Unlike most psibertech components, the necrotic scourge augmentation can only be applied to corporeal undead creatures and takes effect regardless of the wearer's Intelligence or Constitution scores (or lack thereof). This piece of psibertech does not take up a specific slot, instead acting through other existing components or building itself into the creature's form. A corporeal undead creature may have a feat or bonus feat exchanged or their natural armor bonus reduced by 2 (minimum 0) in order to gain the effects of an augmentation.

This cybertech is not recommended for players and is designed for use with monsters.

Base Augmentation

Artificial Undeath: You gain fast healing equal to half your Hit Dice (minimum 1). In addition, you are treated as both a construct and undead creature for the *bane* weapon special ability, a ranger's favored enemy bonus, and any other effects that would consider creature type.

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Advanced Augmentations

Combined Arms: When taking a full attack action, you can attack with melee and ranged natural attacks and integrated weapons simultaneously.

Create Progeny: You may create spawn via the Necrotic Scourge Installation. One of your natural attacks gains the grab universal monster ability. When grappling, you may administer a stream of nanites into their grappled target as part of the action to maintain a grapple. A creature who has been injected with these nanites must attempt a Will save every round or gain one negative level. *Remove disease* or similar effects can cure a creature affected by these nanites, as can two consecutive successful saving throws. A creature slain while the nanites remain inside them rises as a wight or your undead type (chosen by you; if they are mindless, you always choose the latter option) one minute after dying. In both cases, the new undead gains the basic augmentation of this piece of psibertech as well as this augmentation upon rebirth, losing two feats, four points of natural armor, or one feat and two points of natural armor (a creature who does not have sufficient feats or natural armor cannot be made into an undead with this ability).

Durable Carapace (requires manifester level 5th): You gain DR 5/adamantine, which improves to DR 10/adamantine at manifester level 15th.

Exhausting Mechanisms: Whenever one of your supernatural abilities would cause a creature to become frightened or panicked, you may instead cause the target to become fatigued or exhausted, respectively. If the target would be allowed a Will save, they are instead allowed a Fortitude save to negate these conditions.

Integrated Weapon: You have a technological weapon[TG] (such as a laser rifle[TG]) built into your body and treat such a weapon as a natural attack and not a manufactured weapon. You cannot make iterative attacks with these weapons. Integrated weaponry can still be targeted by effects that target manufactured weapons (such as magic weapon spells or sunder attempts) and can be harvested for use outside of your body once you are destroyed. You are always proficient with your integrated weapon. Integrated ranged weapons do not provoke attacks of opportunity when fired in melee combat. You may select this augmentation multiple times, each time selecting an additional integrated weapon (to a maximum of 1 per 4 Hit Dice).

Necrotech Overlord (requires manifester level 10th): You may communicate telepathically with all other creatures who have the Necrotic Scourge Installation within 400 feet and may control such creatures as a standard action. The targeted undead must succeed at a Will save or fall under your control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free from control, and channel resistance applies to saving throws against this ability. A creature that successfully saves cannot be affected again by your control for 24 hours. You may control 5 Hit Dice of undead creatures for every manifester level you have. If you exceed this number, the excess from earlier uses of the ability becomes uncontrolled, as per *animate dead*.

No Master (requires manifester level 5th): Your channel resistance increases by +4.

Withstand Elements: You gain fire, cold, electricity, and acid resistance 5. These improve to energy resistance 10 at manifester level 13th.

Ultimate Augmentation

Unkillable: You become exceedingly difficult to destroy. If killed, you regenerate in 1d10 hours at full hit points. The only way to truly destroy you is to disintegrate the body or destroy it with fire or acid damage.

Oculi of the Tactical Clairvoyant

Slot Eyes; **Weight** 1/2 lb.
Implantation 2

As psionics grew into a larger and more prevalent tool, many intelligent seers began utilizing their clairsentience powers in more strategic ways. Scrying became a modern rule of combat, and information eventually decided more battles than the skill of soldiers. To grant themselves an upper hand, seers began implanting these cybernetic eyes to further their psionic advantage.

Base Augmentation

Augmented Recall: When attempting a Knowledge or Perception check, you may expend psionic focus to roll twice and take the higher result.

Advanced Augmentations

Deepviewer: You gain the ability to use psionically or supernaturally enhanced senses to operate through powers such as *clairvoyant sense*[UP] or *clairtangent hand*[UP]. In addition, you gain a +2 circumstance bonus on manifester level checks attempted to bypass *escape detection* or similar abilities that would impair clairsentience powers.

Enhanced View: When you concentrate for one round on a *detect psionics*[UP] power, you are treated as if you had concentrated for three rounds.

Farviewer (requires manifester level 7th): When manifesting remote viewingUP, you may opt to have the *remote viewing* not be immediately detectable by creatures who can see invisible targets. If you do, you may not manifest powers through this ability. In addition, you treat subjects of *remote viewing* as being one step more familiar to them.

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Very familiar subjects get a –10 penalty on their save to avoid *remote viewing* attempts.

Instant Clarity: You manifest any *clairsentience*[UP] power which affects only you as an immediate action. If you do, the power costs 6 additional power points.

Ultimate Augmentation

Cosmic Seer: Whenever you use a clairsentience power, you automatically bypass all non-mythic effects that would block clairsentience powers (such as *screen*, *mind blank*, *power resistance*, or *immunity to scrying*).

Plating of the Psion-Killer

Slot Body; **Weight** 16 lbs.
Implantation 3

Constructs have been a renowned weapon of casters and manifesters alive since the dawn of magic, but some experimental psionicists have taken to cybernetically augmenting their own form with the power of the crystalline psion-killers. Heavily fortified against psionic opponents, an augmented soldier is difficult to contend with.

Base Augmentation

Psionic Resistance: You gain a +2 circumstance bonus on saving throws against psionic powers.

Advanced Augmentations

Artificial Form: You gain immunity to poison effects.

Eternal Marcher (requires manifester level 10th): You gain immunity to fatigue and exhaustion.

Dispel Pulse (requires manifester level 13th): You gain the ability to fire off a pulse of negating psionic energy in a 30-foot radius around yourself as a standard action. All creatures are affected as if by *dispel psionics*[UP], with a manifester level equal to your manifester level. This ability may be used once every five rounds.

Power Resistance: You gain power resistance equal to 11 + your manifester level. This power resistance can be suppressed or resumed as a standard action.

Ultimate Augmentation

Power Immunity: You gain immunity to all powers that allow power resistance. This ability may be suppressed or resumed as a full-round action.

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Portable Psionic Generator

Slot Body; **Weight** 5 lbs.
Implantation 3
For psions and technologists alike, energy is everything. The abilities to manifest powers and call upon technological equipment both rely upon a powerful source to operate, and sometimes a body can function as that source. A portable psionic generator expands a wielder's psionic and technological reservoirs and so augments their utility capabilities significantly.

Base Augmentation

Psionic Expansion: Your power point pool increases by a number equal to 1/2 your manifester level.

Advanced Augmentations

Mechanical Recharge: A number of times per day equal to 1/2 your manifester level, you may grant a single charge to a technological item[UP] in your possession as a swift action.

Psicrown Battery: Whenever you manifest a power from a psicrown, reduce the power point cost by 1 (to a minimum of 1).

Psionic Recharge: Any of your psionic equipment that uses charges (such as dorjes[UP]) are recharged at a rate of one charge per day. In addition, your power point pool is not diminished when a psicrown you are wearing recharges.

Uncanny Renewal: You are only required to rest for two hours to replenish your daily power point pool. This does not allow you to regain power points more than once per day.

Ultimate Augmentation

Spontaneous Renewal: Once per day, you may spend a full-round action to immediately regain 40 power points.

Projector Of The Spirit Channeler

Slot Arm; **Weight** 15 lbs.
Implantation 3
Mediums are said to have a hand in the spirit world as well as the physical world, but some take this premise more literally than others. By calling upon the forces of the hereafter, an individual can augment this arm-mounted hologram projector with the will of the netherworld, beckoning shades to this world under the control of their cyborg master.

Base Augmentation

Phantom Projection: As a full-round action, you can project a holographic image of a spirit, which is capable of moving and making sounds as well as taking limited forms of interactions with creatures on the material plane. This functions as a spiritualist's[OA] phantom class feature, save that the phantom must remain in its incorporeal form at all times. The phantom created through this ability develops as normal, using 1/2 your manifester level as its effective spiritualist level (minimum 1). A phantom created through this ability does not select an emotional focus and the only good save it possesses is Will. The holographic phantom discorporates when it leaves your line of effect but can be reformed as a full-round action.

Advanced Augmentations

Ectoplasmic Projection: The holographic phantom gains the ability to enter ectoplasmic form.

Ghost Hand: The arm that this piece of cybertech replaces, alongside any weapon that it carries, gains the *ghost touch* weapon special ability.

Holographic Channeling: The holographic phantom gains the deliver touch powers ability of a psicrystal[UP]. This ability can also be used to deliver a dread's devastating touch and terrors.

Phantom Imagery: As a standard action, you may alter the appearance of your holographic phantom into whatever they wish, be it a barrier, an innocuous object, or another creature. Creatures who interact with the phantom image are allowed a Will save to see through this figment. This transformation cannot change the phantom's size by more than one size category, and the phantom's statistics remain the same.

Twin Spirits (requires manifester level 10th): You gain the ability to create a second holographic phantom at any given time. This holographic phantom has statistics identical to the first holographic phantom.

Ultimate Augmentation

Portal Projection: As a full-round action, you may open a portal to the ethereal plane, as the planar travel effect of the *gate of avernus*[PASP] power. The portal remains only as long as you concentrate.

Resonant Musculature of The Goddess

Slot Body; **Weight** 10 lbs.
Implantation 4
The Sleeping Goddess school of fighting lives on even among the most technologically advanced cultures, its edicts of inner harmony and the power of devotion continuing to inspire and influence martial practitioners. For particularly devoted ascetics, the vessel of the body is viewed as insufficient to house the immense powers of the disciple's mind, so a truly dedicated master must forsake his natural form in order to perfect his technique. These

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individuals have hence rebuilt their muscles in the vision of their discipline, becoming synthetic lords of combat.

Base Augmentation

Overflowing Will: When a creature is forced to attempt a saving throw against your martial maneuver or the effects of a style feat such as the Sleeping Goddess Strike[PoWE], you may expend psionic focus to force the target to roll twice and take the lower result.

Advanced Augmentations

Persistent Boost: Whenever you initiate a boost with a duration other than instantaneous, the benefits of that boost last one additional round.

Psionic Parity: When you would expend psionic focus as part of using a maneuver, you may instead expend two readied maneuvers, retaining your psionic focus but being treated as if he had expended focus for the purpose of the effect.

Resonant Maneuvers: Whenever you perform a Sleeping Goddess[PoWE] maneuver, that maneuver is treated as if it was augmented by 1 additional power point.

Unity of Mind and Body: Whenever you initiate a power that targets only yourself, you may initiate a boost as part of the same action.

Ultimate Augmentation

Dualistic Transcendance: The true mastery of the Sleeping Goddess technique involves perfect unconscious synthesis of mind and body, enabling the two to operate separately while also acting in complete unison. Only through cybernetics has this ultimate harmony ever been achieved. You gain an additional swift action each turn, but this action may only be used for initiating boosts or entering stances.

Structure Of The Piecemeal Cyborg

Slot None; **Weight** 5 lbs.
Implantation 2

For many cyborgs who are required to adapt to a variety of situations, this piece of psibertech is invaluable for survival. Through psionic focus, this nervous system augment enables one to disconnect and reconnect implanted cybertech without problem. In some places, installing this psibertech is punished, given how independent this causes an augmented creature to become.

Base Augmentation

Cybertech Reserves: You gain the ability to host any amount of cybertech inside of your body. However, you may only benefit from no more than your max implantation value's worth of cybertech benefits. "Latent" cybertech offers no benefits or penalties and has an implantation value of 0. By spending one minute in concentration, you can activate latent cybertech to become active or deactivate active cybertech.

Advanced Augmentations

Cybernetic Tolerance: The DC to install cybertech in you is reduced by 10.

Dual Utility: The augmented creature gains the ability to have two pieces of cybertech that take up the same slot active at the same time, gaining the benefits of both components.

Rapid Alteration: You may deactivate and reactive cybertech as a full-round action rather than spending one minute.

Quick Alteration (requires rapid alteration): You may deactivate and reactive cybertech as a swift action rather than a full-round action.

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Ultimate Augmentation

Mutable Cybernetics: You may have as many pieces of cybertech as you wish active in the same slot so long as your maximum implantation value is not exceeded. In addition, you gain the ability to cause a piece of cybertech to take up an unfilled slot in addition to its base slot in order to reduce its implantation value by 1 (minimum 0).

Temporal Schemer's Interface

Slot Eyes; **Weight** 1/2 lb.
Implantation 2
The flow of time controls all creatures, but some like to operate a little bit ahead of the game. Using techniques both physical and metaphysical, some cyborgs control the future using their manipulative abilities, oftentimes figuring out ways to circumvent or outright ignore the typical rules of time.

Base Augmentation

Prescient Senses: You automatically detect any delayed powers or powers set to active with *trigger power*[UP] or similar effects whenever they are within 30 feet of such powers.

Advanced Augmentation

Convergent Contingency: You gain the ability to have one additional trigger power or latent programming* power active at the same time.

Emergency Activation: When you manifest a power affected by the Delay Power[UP] feat or a power set to activate by *latent programming* or *trigger power*, you may cause the power to activate prematurely regardless of set conditions as an immediate action.

Enhanced Response: When you perform an immediate action, you may spend psionic focus to not lose your swift action next turn.

Intensive Preparation: You may ready a full round's worth of actions instead of just a standard action when you ready an action.

Ultimate Augmentation

Stuttered Reality: You may take a move action in place of a swift action on your turn.

Versatile Energist's Drive

Slot Head; **Weight** 1 lb.
Implantation 1
Psychokinesis is a nuanced and complex discipline of psionics, built around four distinct elements that operate in separation from one another. However, in spite of a human mind's incapacity to operate with multiple elements at once, some psionicists have learned to circumvent this limit through the use of mechanical foci. The energist's drive, perfected by a faction of demon-fighting kineticists who required many different energy types to subdue their foes, has become a common weapon for those fortunate enough to discover it.

Base Augmentation

Twofold Kinesis: Whenever you gain psionic focus, you gain two active energy types rather than just one. Powers they manifest use either of the active energy types to determine side effects and damage type, and you gain resistance to both active energy types.

Advanced Augmentations

Directed Combo (requires kinetic combo): When manifesting a power that deals more than one type of damage using kinetic combo, the power deals +1 point of damage per die regardless of damage type. In addition, you may choose to make the power force a Reflex save even if it deals cold damage or force a Fortitude save even if it does not deal cold damage.

Kinetic Combo: Whenever you manifest a psychokinesis[UP] power that deals energy damage, you may divide the damage evenly between two or more energy types that are your active energy type. Additional elemental effects listed in the power (such as a cold *energy ball*'s[UP] requirement of a Fortitude save) are applied as if the entire power dealt damage of that type, but damage modification uses the lower damage modification between the two elements (for example, an *energy ball* which costs 7 power points and deals electricity and sonic damage would deal 7d6-7 points of damage).

Threefold Kinesis: You gain three active energy types when assuming psionic focus.

Ultimate Augmentation

Universal Kinesis: You consider all four energy types active as long as you maintain psionic focus.

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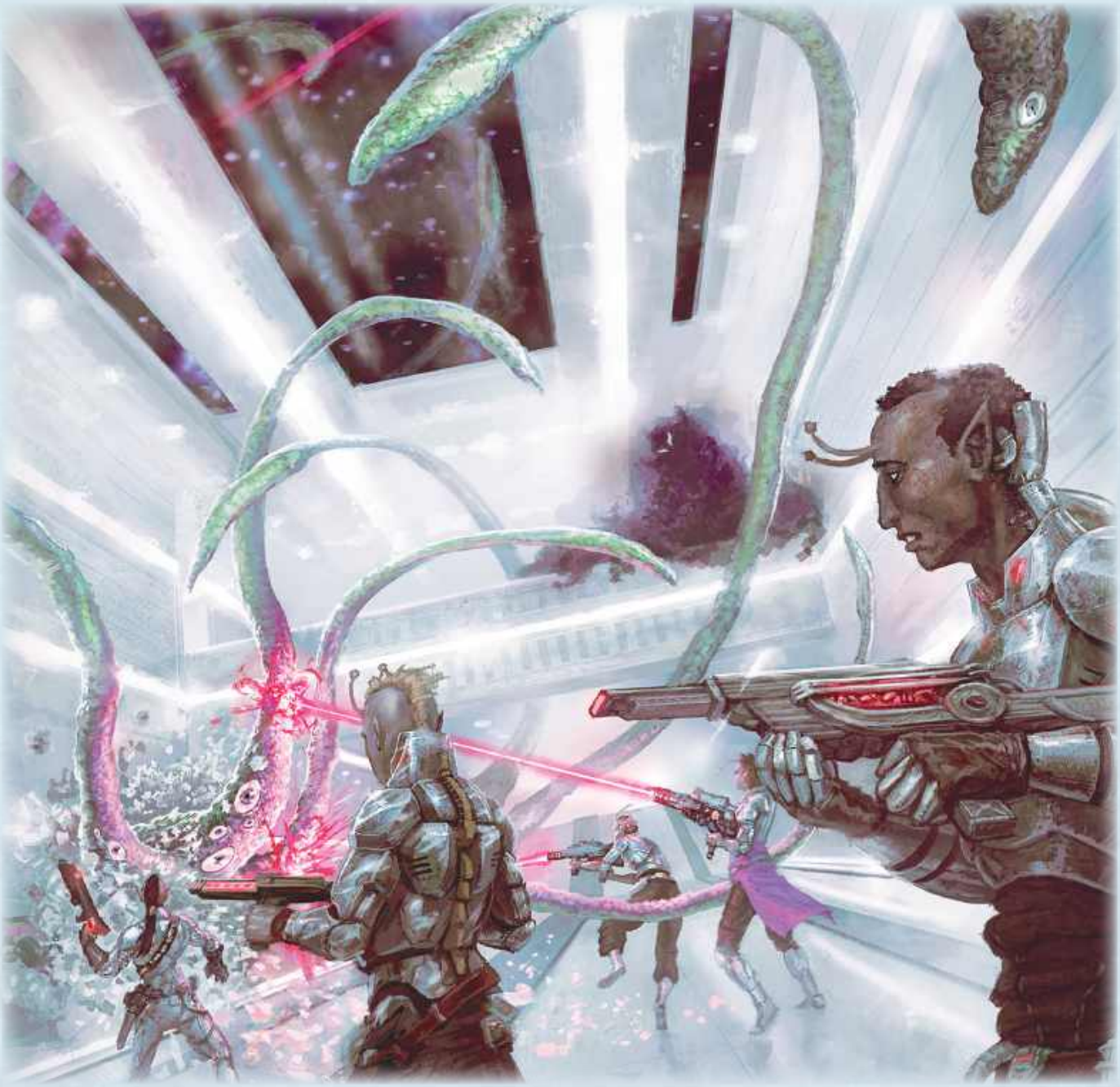
CHAPTER 4:

PLAYER OPTIONS



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FEATS

Table 4-1: Feats		
General Feats	**Prerequisites**	**Benefits**
Acquired Immunity	—	Become immune to a number of poisons/diseases equal to Constitution modifier
Adaptable Item Slot	—	May spend a move action to exchange one item in a slot with another
Adaptable Transfer	Tinker sphere ((computation) package)	May transfer *routines* into others' gizmos and other technological items
Hostile Takeover	Tinker sphere ((computation) package), Adaptable Transfer	You may transfer *routines* you create into unwilling mechanoids and robots or gizmos and technological items wielded by other creatures
Angels' Darling	—	Gain caster level when consuming angel's whispers stimulant
Biomech Pilot	Knowledge (nature) 1 rank, bonded mech or ability to craft a mech	Create mechs with biomech template and unique abilities
Boon Mech	Bonded mech, effective 3rd-level pilot for at least one mech	The abilities of your mech or companion vehicle are calculated as though your class were 4 levels higher
Contingent Injection	Heal 11 ranks	May delay a pharmaceutical, poison, stimulant, or other injection by up to 1 day
Covert Disassembly	Any item creation feat	You can break any non-cursed magic or technological item down into component pieces
Dedicate Of Ascension	Knowledge (history) 3 ranks	Gain access to a path of ascension that improves as you level up
Disfiguring Transformation	—	Grafts, cybertech, and transformation effects warp appearance
Eldritch Animation	—	Undead creatures you create gain channel resistance +4 or increase their existing channel resistance by +2
Elemental Conjurer	—	You may convert elemental spells into *summon monster* spells
Elemental Expertise	Elemental Focus, elemental attunement class feature or one Elemental Flux maneuver known	You may select force, sonic, and untyped damage. The DC increase applies to any effect which either deals damage of the chosen type or is made as a result of an attack which deals damage of the chosen type
Extra Gestalt Talent	Gestalt talent class feature	You gain an additional gestalt talent
Extra Hypercharge	At least one helmsman hypercharge	You gain an additional helmsman hypercharge
Extra Mech Enhancement	Bonded mech class feature; or Mech Piloting, Psi-Core Upgrade, Psicrystal Affinity, Technologist, manifester level 3rd	Choose one Mech Enhancement. Any mech that you are piloting gains that enhancement
Fortified Corpsecraft	Ability to create undead creatures	Any undead creature that you create gains a +2 enhancement bonus to natural armor, as well as DR/good equal to 1/2 your caster level.
Harmonic Resilience	—	Spell/power resistance applies to both magic and technological effects

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Imbued Sprite	Technomancy sphere	Create a *sprite* inside a target as you create or animate it
Improved Implantation	—	Your Constitution and Intelligence scores are 4 higher for maximum implantation value
Killing Ravages	—	Kill creatures with strain damage
Long-Term Agreement	—	When negotiating with a creature summoned through a (calling) spell or with the Call Planar Creature[USoP] advanced Conjuration talent, you may have it serve you for twice the normal duration
Magical Lorekeeper	Skill Focus (Spellcraft)	You gain the ability to learn spells which are not on your class list through certain means
Mass Retention	—	You may retain any size modifier you have to CMB and CMD as if you were your original size
Master Necrocrafter	Ability to create necrocraft	Any necrocraft creature you create gains two construction points. Other undead gain 1 construction point
Mechanical Magician	Knowledge (engineering) 1 rank	You may attempt Craft (mechanical) or Knowledge (engineering) checks in place of Use Magic Device checks
Mechanized Gestalt	Swarm cladding class ability	Swarm may become a mech
Petulant Binder	—	You may attempt a Charisma check to negotiate with a bound creature every 2 hours
Psychic Programmer	Caster level 9th or manifester level 9th	You may ignore the immunity of constructs to mind-affecting effects
Remote Piloting	Bonded Mech class feature	May remotely pilot mech
Hyperwave Signal	Remote Piloting, bonded mech class feature, 10th-level pilot	Increase range of Remote Piloting
Remote Legion	Remote Piloting, bonded mech class feature, pilot level 10th	Pilot multiple mechs remotely
Revenant Militia	Ability to create undead creatures	For every 4 racial HD an undead creatures you create possesses, it gains a +1 bonus on attack rolls
Salvage Rigger	Superior Salvage, any item creation feat, character level 5th	Craft faster when you use 100% salvaged materials
Technoethical Assertion	Fate sphere	Treat all robots, technological constructs, partially technological creatures such as androids and cyborgs, and any creature wielding technological equipment or gizmos as being of specific alignment
Technologist	—	You can use advanced technology
Untiring Worker	Craft (any) 5 ranks	You can craft for 16 hours a day rather than 8 hours a day
Vacuous Payment	—	Your supernatural abilities work even in the area of an antimagic field, null psionics field
Vast Dominion	Spell Focus (necromancy)	May control a larger number of creatures with Command Undead and *animate dead*
Vehicle Expert	—	You get a +2 bonus on all Knowledge (engineering) and Ride checks
Mech Master	Technologist, Vehicle Expert, must possess an animal companion	Replace animal companion with bonded mech

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Combat Feats	Prerequisites	Benefits
Aggravated Burns	—	Ongoing damage you deal ignores any energy resistance that targets possess
Akashic Mechanisms	Android or forgeborn	May invest essence into your racial abilities to gain extra uses or increased bonuses
Attuned Arms	—	Treated as having weapon-specific combat feats for any weapons you have crafted
Combatant's Alignment	Essence sphere (Parallel Alignment (potent)), ability to gain martial focus	Gain a second parallel alignment as long as you have martial focus
Dreadforger	Craft (any) 5 ranks	Increase the Craft DC of item to increase saving throw DC
Elemental Endurance	—	You gain energy resistance to the chosen energy type equal to your damage reduction
Elemental Marksman	One Elemental Flux maneuver known	When you hit with a maneuver using a weapon that deals the same type of damage as your active energy type, the creature must succeed at two saving throws against the maneuver
Energy Soldier	—	Any ability that would enable you ignore any amount damage reduction also enables you to ignore the same amount of energy resistance under the same circumstances
Guarded Range	Guardian sphere ((patrol) package), Navigation sphere	While you have a *patrol* active, you may apply the effects of your *pathing* to your threatened area
Grenade Focus	—	The saving throw DC of any grenade increases by 2
Heavy Wielding	Strength 15, base attack bonus +6	You may wield weapons sized for creatures 1 size larger than yourself
Integrated Combat	—	You gain a +1 bonus on attack rolls and +2 bonus on skill checks with implanted weapons
Instinctive Stance	Ability to gain martial focus	When you roll initiative or roll a Perception check at the start of a surprise round, you may immediately enter a single (stance)
Into The Scrum	—	You gain a +1 morale bonus on damage rolls for each enemy in your reach beyond the first
Many-Armed Warrior	Dex 13, Multiweapon Fighting, three or more arms capable of wielding weapons	Gain additional off-hand attacks with an additional hand
Midshipman's Training	Bonded mech class feature, ability to gain martial focus	You learn a single helmsman hypercharge
Mind-Rending Fear	Intimidate 9 ranks	Deal Wisdom or Strain damage on targets with fear effects
Piercing Attack	Str 13, Psionic Fist; or Point-Blank Shot, Psionic Shot; or Str 13, Psionic Weapon	The AP value of any weapon you wield increases by 2, may spend focus to expand AP
Sage's Focus	Ability to gain martial focus	May spend martial focus in place of psionic focus
Tear Resilience	Str 13, Psionic Fist; or Point-Blank Shot, Psionic Shot; or Str 13, Psionic Weapon	Deal additional damage to creatures with temporary hit points

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Metamagic Feats	Prerequisites	Benefits
Energized Spell	Ability to channel positive or negative energy	You may expend one use of your channel energy ability to have the spell deal positive energy damage or negative energy damage
Irradiating Spell	—	Affected creatures are exposed to radiation
Transcendent Spell	—	Make spell count as a power
Void Spell	—	May cast spell in impossible environment
Wide Line	—	Line extends into 15-foot cylinder

Teamwork Feats	Prerequisites	Benefits
Chain Collectives	Collective class feature	Creatures in ally's collective count as being in your collective

Item Creation Feats	Prerequisites	Benefits
Craft Cybernetics	Heal 9 ranks, Knowledge (engineering) 9 ranks, Technologist	You can create cybernetic items
Craft Mech	Craft (mechanical) 11 ranks, Knowledge (engineering) 11 ranks, Technologist	You can create mechs
Craft Pharmaceutical	Heal 9 ranks, Knowledge (nature) 9 ranks, Technologist	You can create any pharmaceutical or poison
Craft Robot	Craft (mechanical) 9 ranks, Knowledge (engineering) 9 ranks, Craft Technological Arms and Armor, Craft Technological Item, Technologist	You can create robots
Craft Stimulant	Caster or manifester level 5th	You can create stimulants
Craft Technological Arms and Armor	Craft (mechanical) 7 ranks, Knowledge (engineering) 7 ranks, Technologist	You can create technological weapons or armor
Craft Technological Item	Craft (mechanical) 5 ranks, Knowledge (engineering) 5 ranks, Technologist	You can create technological gear
Field Mechanic	Knowledge (engineering) 5 ranks, Craft (mechanical) 5 ranks, Technologist	When creating technological items, you no longer require a lab

Akashic Feats	Prerequisites	Benefits
Abnormal Interfacing	Ability to shape at least one 1 veil	Use Intelligence, Wisdom, or Charisma for veilweaving and other class features
Akashic Mechanisms	Android or forgeborn	May invest essence into your racial abilities to gain extra uses or increased bonuses
Akashic Supply	—	May invest essence into weapon to reduce charge consumption
Bio-Etheric Veils	Con 13, 3rd-level veilweaver	Destroy veils to prevent damage to yourself
Energy Transmutation	Elemental Essence	You may use the Elemental Essence feat on veils which lack the Acid, Cold, Electricity, or Fire descriptor

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Psionic Feats	Prerequisites	Benefits
Astral Mechanics	Technologist, ability to manifest *astral construct*	Many manifest *astral construct* as a robot
Astral Upload	Astral Mechanics, Technologist, ability to manifest *astral construct*	May augment astral robot to install AI
Biomech Construct	Ability to manifest *astral construct*	May apply biomech template and *metamorphosis* menu options to *astral construct*
Chain Collectives	Collective class feature	Creatures in ally's collective count as being in your collective
Collective Dominion	Enhancement sphere, Circle Casting, Spell Proxy, casting class feature, collective class feature, magic skill bonus +10	The benefits of your Proxy feats apply to creatures within your collective regardless of range
Collective Manabond	Mana sphere, collective class feature	Whenever you add a creature to your collective, you may create a manabond with them
Crystal Psiborg	Psicrystal Affinity, manifester level 1st	Your psicrystal transforms into a single piece of psibertech
Dislocated Form	—	While maintaining psionic focus, you gain the compression universal monster ability
Dream Sovereign	Ability to manifest *dream message* or *induce nightmare*	Gain unique augmentations for dream-based powers
Futuristic Armory	Technologist, ability to manifest *call weaponry*, manifester level 3rd	Augment *call weaponry* to call technological weapons
Greater Psychomachy	Psychomachy, one or more metapsionic feats	May spend 4 additional power points to deal damage to a second mental ability score
Kinetic Forger	Must have knowledge of at least one metacreativity power	May use metacreativity powers to build things from surroundings
Linked Squadron	Communication sphere, Posse Commander; or War sphere, Squadron Commander; or Warleader sphere, Troop Commander; collective class feature	Combine your Squadron and Collective
Matter-Energy Storage	Psicrystal Affinity, manifester level 1st, must possess a psicrystal with the nanite swarm archetype	You can store items in your nanite swarm psicrystal
Metapsionic Ability	Ability to use at least one psi-like ability	Apply metapsionic feat to psi-like ability
Piercing Attack	Str 13, Psionic Fist; or Point-Blank Shot, Psionic Shot; or Str 13, Psionic Weapon	The AP value of any weapon you wield increases by 2, may spend focus to expand AP
Power Overwhelming	—	Gain power points by taking strain damage
Psi-Core Upgrade	Psicrystal Affinity, Technologist, manifester level 3rd	Technologically modify your psicrystal into various configurations
Mech Piloting	Psi-Core Upgrade, Psicrystal Affinity, Technologist, manifester level 3rd	You gain access to a bonded mech
Rapid Induction	Collective class feature	You may add a creature to your collective as a move action
Reality-Puncturing Attack	Str 13, base attack bonus +6; Deep Impact, Psionic Weapon; or Psionic Fist, Unavoidable Strike	Bypass all damage reduction, energy resistance, and hardness when using Unavoidable Strike or Deep Impact
Still Breath	Autohypnosis 9 ranks	You do not need to breathe and are immune to all inhaled effects
Swarming Psicrystal	Psicrystal Affinity, manifester level 1st	You add nanite swarm to the list of archetypes available to your psicrystal

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Tear Resilience	Str 13, Psionic Fist; or Point-Blank Shot, Psionic Shot; or Str 13, Psionic Weapon	Deal additional damage to creatures with temporary hit points
Void Focus	Autohypnosis 4 ranks, Deep Focus, Psicrystal Affinity, Psionic Body, manifester level 8th	Reduce ML to gain extra psionic focus

Metapsionic Feats	Prerequisites	Benefits
Contagious Power	—	Power spreads to additional targets who try to remove it
Inducting Power	Unwilling Participant, collective class feature	Add target of power to your collective
Irradiating Power	—	Affected creatures are exposed to radiation
Psychomachy	One or more metapsionic feats	Change type of ability damage dealt by powers
Straining Power	—	Power deals strain damage
Transcendent Power	—	Make power count as a spell
Void Power	—	May manifest power in impossible environment
Wide Psionic Line	—	Line extends into 15-foot cylinder

Admixture Feats	Prerequisites	Benefits
Digital Admixture	Destruction sphere (Admixture), Technomancy sphere	When using Admixture, you may spend an additional spell point to generate a *sprite*

Champion Feats	Prerequisites	Benefits
AI Summoner	Conjuration sphere, Tinker sphere ((computation) package)	May summon your companion as an AI
Disabling Dastard	Infiltration sphere; Tinker sphere (Disruption Set (gizmo)) or Counterspell; casting class feature, magic skill bonus +5	You may apply the effects of the Counterspell feat as a (sabotage) or 1 charge to apply the effects of a Countergizmo Ray as a (sabotage)
Guarded Range	Guardian sphere ((patrol) package), Navigation sphere	While you have a *patrol* active, you may apply the effects of your *pathing* to your threatened area
Hacking Counterspell	Spellhacking sphere, Counterspell, casting class feature, magic skill bonus +5	May apply a (hack) rather than dispelling
Hard-Wired Sprite	Technomancy sphere, Tinker sphere (at least one (gizmo) talent)	One gizmo that you create contains a *sprite* with a permanent duration
Impromptu Upgrade	Technomancy sphere, Tinker sphere	Apply any accommodations as part of having a *sprite* enter the host
Magical Observer	Divination sphere, Tinker sphere (Sensory Set)	You may target any of your sensory gizmos with your Divination sphere (divine) and (sense) talents
Pilot's Savvy	Athletics sphere; Artifice sphere or Enhancement sphere	Gain additional abilities when piloting a mech
Prolific Pugilist	Bluster sphere, Boxing sphere	Use a *quip* in place of a *counterpunch*
Rush Of Magic	Barroom sphere (Chasing The Dragon), Addictive Casting	Become drunk when you spend spell points
Sprite Transit	Technomancy sphere, Tinker sphere (at least one (gizmo) talent)	Gizmos that contain *sprites* are always within signal range
Supernatural Security	Tinker sphere (Security Measures), magical skill bonus +3	May install magical countermeasures
Upload Summoner	Conjuration sphere (Constructed), Tinker sphere ((computation) package)	May send AI into summoned construct

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Counterspell Feats	Prerequisites	Benefits
Hacking Counterspell	Spellhacking sphere, Counterspell	May apply a (hack) rather than dispelling
Harmonic Counter	Tinker sphere (Disruption Set (gizmo)) or Counterspell	May counter both technological and magical effects

Dual Sphere Feats	Prerequisites	Benefits
Artificer's Healing	Life sphere; Life sphere (Esoteric Healing) or Technomancy sphere	You may use any Life sphere abilities on broken or damaged objects
Force Creation Mastery	Creation sphere, Telekinesis sphere, Forceful Creation, Kinetic Creation, caster level 7th	You may initiate and maintain the Sustained Force or Bludgeon Telekinesis abilities as part of creating the object using Forceful Creation. You may cause a Bludgeon to deal force damage
Program Puppeteer	Mind sphere, Technomancy sphere	Treat *sprite* hosts as living minds
Sacrosanct Firewall	Fate sphere (Hallow (word)), Technomancy sphere	Targets affected by your Hallow word cannot have *sprites* enter them unless you allow those *sprites* to enter
Spell Jacker	Mana sphere, Technomancy sphere	May create a *manabond* with your *sprite* host
Watchful Manipulator	Divination sphere (Prying Sight (sense)), Mind sphere	May sense through *charmed* creatures

Drawback Feats	Prerequisites	Benefits
Planar Tether	Planebound Magic	Abilities which directly interact with or allow travel to a plane may be used on any plane
Rush Of Magic	Addictive Casting drawback, Barroom sphere (Chasing The Dragon)	Become drunk when you spend spell points

Mythic Feats	Prerequisites	Benefits
Divergent Visionary	Divination sphere, caster level 9th; or ability to cast one divination spell of 5th level or higher or manifest one clairsentience power of 5th level or higher.	Any of your clairsentience powers or divination spells which function across planes now also function across alternate timelines and separations in time.

Monster Feats	Prerequisites	Benefits
Blind Faith	Iron Will, outsider type	+4 bonus on saving throws or immunity against mind-affecting effects
Elevated Arcana	At least one racial Hit Die, spell-like or psi-like abilities from racial Hit Dice	Add your Hit Dice from class levels to the caster or manifester levels of any spell-like or psi-like abilities
Elevated Might	At least one racial Hit Die	Add your Hit Dice from class levels to any racial Hit Dice you possess for the purpose of determining the DCs of any abilities based on racial Hit Dice
Elevated Repertoire	At least one racial Hit Die, spell-like ability from race	You gain a total of 3 additional uses of these spell-like abilities divided as you choose
Elevated Resistance	At least one racial Hit Die, spell resistance from race	Add your number of Hit Dice from class levels to your spell resistance for the purpose of calculating your spell resistance
Enhanced Protection	Energy resistance racial trait	Two types of energy resistance you possess from your race increases by 5 for every 5 Hit Dice you possess

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Eternal Mind	Int 21, Iron Will	Any creature that attempts to interact directly with your thoughts must succeed at a Will save or become confused for 1 minute
Machine Poltergeist	Incorporeal subtype	You may possess an adjacent machine or robot that can maintain an AI
Material-Bound	Outsider with the extraplanar subtype	You lose the extraplanar subtype and gain the native subtype. You gain a +2 bonus to Knowledge skills
Metapsionic Ability	Ability to use at least one psi-like ability	Apply metapsionic feat to psi-like ability
Secrets Of Magic Beyond	Spellcasting ability from racial Hit Dice	May learn spells from another list
Soul Keeper	Outsider type	Absorb a creature's soul when you kill them
Void Spirit	Outsider type	You gain the no breath universal monster ability and never suffer any harmful environmental effects from outer space

Abnormal Interfacing (Akashic)

Prerequisite: Ability to shape at least one 1 veil.

Benefit: Choose Intelligence, Wisdom, or Charisma. You may use the chosen ability score in place of one of the other ability scores for the purpose of veilweaving.

You gain 1 point of essence.

Special: You may select this feat multiple times. Each time beyond the first, select a class which grants the ability to shape one or more veils as a class feature. You may use the chosen ability score in place of one of the other ability scores for the purpose of any class features from the class. Each additional instance of this feat also grants 1 point of essence.

Acquired Immunity

Benefit: Choose a number of poisons or diseases with unique names equal to your Constitution modifier. You become immune to those specific poisons or diseases. You may select magical diseases with this feat.

Special: This feat can be selected multiple times, each time selecting an additional number of poisons or diseases.

Adaptable Item Slot

Benefit: You may spend a move action to remove a non-cursed item from a magic item slot or cybertech slot[TG] and replace it with another item or cybernetic in your possession which can be put in the same slot and that has been in your possession for at least 24 hours.

Adaptable Transfer

Prerequisites: Tinker[UEn] sphere ((computation) package).

Benefit: You may transfer *routines* you craft into gizmos created by others, constructs with the robot subtype, and any technological item which uses charges. If a robot has an AI routine installed in this way, it gains the aggregate[TG] template for as long as the AI remains installed. A robot must be willing or helpless for you to transfer an AI *routine* into it. A robot's effective gizmo level is equal to its CR, while a technological item's effective gizmo level is equal to the item's Craft DC -15.

Note: This feat may not be acceptable for all campaigns. Consult with your GM before taking this feat.

Aggravated Burns (Combat)

Benefit: Ongoing damage you deal from your attacks, spells, or other abilities ignores any energy resistance that targets possess.

AI Summoner (Champion)

Prerequisites: Conjuration[USoP] sphere, Tinker[UEn] sphere ((computation) package).

Benefit: When you summon your companion, you may summon it as an AI rather than a manifested creature. In order to summon an AI companion, you must have an eligible gizmo or other item (if you possess the Adaptable Transfer* feat) within range of the summon. An AI version of a companion has the same skill ranks, mental ability scores, base saves, spheres, talents, and feats of the companion. An AI companion can take its normal suite of actions each round without needing you to spend additional actions commanding it regardless of its Intelligence score.

Special: If you possess the Call Planar Creature[USoP] talent, you may transform a called creature into an AI once it agrees to your terms. An AI version of a called creature has the same skill ranks, mental ability scores, base saves, spheres, talents, spells, spell-like abilities, and feats of the creature. An AI companion can take its normal suite of actions each round without needing you to spend additional actions commanding it regardless of its Intelligence score.

If you possess the Hostile Takeover* feat, you may attempt to summon an AI companion into an unwilling or attended object. The target or its owner is allowed a saving throw to resist the effect against your Conjuration sphere DC, and the AI companion is not summoned on a successful save.

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Akashic Mechanisms (Akashic, Combat)

Prerequisite: Android[PotS] or forgeborn[UP].

Benefit: You may invest essence into your nanite surge racial trait to gain an additional use per day for each point invested or invest essence into your fearless, strange mind, natural armor, crystal skin, memory matrix, or constructed racial traits (individually) to increase any of their bonuses by 1 for each point invested.

You gain one point of essence.

Akashic Supply (Akashic)

Benefit: You gain the ability to invest essence into a technological weapon[TG] you are carrying. For every point of essence invested, you may make one attack per round with that weapon which does not consume charges and which ammunition is magically generated for the attack. This ability does not enable you to make additional attacks per round with a weapon or make use of non-weapon items without consuming charges. You must load the generated ammunition normally, and the generated ammunition cannot be of any special materials or particularly sophisticated design (such as nanite canisters[TG]).

You gain one point of essence.

Angels' Darling

Benefit: Whenever you consume the angel's whispers* stimulant, you gain a caster level equal to 1/2 your character level (if you do not already possess a higher caster level), an MSB equal to your character level, an MSD equal to 11 + your character level, and a pool of spell points equal to twice the number of talents gained from the stimulant. You lose both of these benefits when the effects of angel's whispers wears off. If you do not have a casting tradition, you use Charisma as your casting ability modifier.

Artificer's Healing (Dual Sphere)

Prerequisites: Life[USoP] sphere; Life sphere (Esoteric Healing[USoP]) or Technomancy* sphere.

Benefit: You may use any Life sphere ability which *restores* hit points to a creature on broken or damaged objects, *restoring* hit points to them as if they were creatures. If the object has the broken condition, this condition is removed if the object is *restored* to at least half its original hit points. This ability cannot *restore* warped or transmuted items, but it can still repair damage done to such items.

Special: This feat is only considered a dual sphere feat if you do not possess the Esoteric Healing talent.

Astral Mechanics (Psionic)

Prerequisites: Technologist*, ability to manifest *astral construct*[UP].

Benefit: When you manifest *astral construct*, you may instead manifest an astral robot. Astral robots are identical to astral constructs, save that they have an intelligence score of 10, a number of skill points equal to twice their Hit Dice, and the robot subtype[B5]. The robot treats any skills you have ranks in as class skills. This does not grant the astral robot any robot upgrades or feats.

Astral Upload (Psionic)

Prerequisites: Astral Mechanics*, Technologist*, ability to manifest astral construct[UP].

Benefit: When you manifest *astral construct* and create an astral robot, you may augment the power as follows:

Augment

By spending 4 additional power points, you may upload an AI from a storage bay or other receptacle in your possession into the astral robot. The astral robot gains the aggregate[TG] template alongside all of the benefits of the AI that was uploaded into it. You cannot use this ability to upload an AI whose CR exceeds your manifester level. If the astral robot is destroyed, the AI returns to your storage bay.

Attuned Arms (Combat)

Benefit: Select any number of combat feats that require you to choose a type of weapon (such as Weapon Focus and Weapon Specialization). You are treated as having the selected feats for all the weapons you have crafted that

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are legal choices for those feats. You are not considered to have those feats with these weapons for the purpose of meeting prerequisites.

Bio-Etheric Veils (Akashic)

Prerequisites: Con 13, 3rd-level veilweaver.

Benefit: When you gain the dying condition, as a free action that can be taken on your turn even if you are unconscious, you can select one of your shaped veils. The selected veil is destroyed and you automatically stabilize. You take essence burn equal to the amount of essence invested in the destroyed veil and gain 1 hit point for each point of essence burn taken in this way.

Additionally, when a veil you have shaped would take enough damage to be sundered, you can use an immediate action to instead take some or all of the damage yourself to prevent this. Damage taken in this way is not reduced by damage reduction or energy resistance, immunity and cannot be prevented or redirected further in any way.

You gain 1 point of essence.

Biomech Construct (Psionic)

Prerequisite: Ability to manifest *astral construct*[UP].

Benefit: Whenever you manifest *astral construct*, you may apply the biomech template* to any constructs created by this power. In addition, whenever you select an astral construct menu option, you may instead select an enhancement menu option or abilities menu option of the corresponding level from the *metamorphosis*[UP] line of powers (for example, exchanging an option from Astral Construct Menu A for an option from Abilities Menu A).

Biomech Pilot

Prerequisites: Knowledge (nature) 1 rank, bonded mech* or ability to craft a mech.

Benefit: Your mech is at least partially biological, if not completely so, and as a result has access to many additional abilities. Such entities are known as "biomechs" and possess the biomech template*. The following Mech Enhancements can be selected by a mech pilot with this feat in addition to regular Mech Enhancements:

Adrenaline Surge: The mech gains the ferocity universal monster ability.

Accessible Physiology: For the purpose of spells and powers, the mech pilot may treat their mech as either construct or one of humanoid, aberration, or plant (chosen when this enhancement is selected), whichever is most beneficial.

Feral Mech: The mech treats all integrated light melee weapons as natural attacks for the purpose of feats and other abilities.

Gushing Fluid: When damaged, the mech violently pours forth vitriolic fluid that hoses its attacker. When the mech takes damage from a slashing or piercing weapon, all creatures adjacent to the mech must succeed at a Reflex save (DC is 10 + the mech's Hit Dice + the pilot's Strength modifier) or take acid damage as its caustic fluids spray forth. A mech deals an amount of acid damage in this way based on its size (1d4 points of acid damage for a Medium or smaller mech, 1d6 for a Large mech, 1d8 for a Huge mech, 2d6 for a Gargantuan mech, and 3d6 for a Colossal mech).

Improved Feral Mech: The mech gains the pounce ability, but only with integrated weapons. The pilot must be at least 11th level and must have given the mech the feral Mech Enhancement to select this enhancement.

Instinctive Action: If the mech's pilot becomes unconscious, stunned, or otherwise unable to pilot the mech, the mech continues to repeat the last action that it performed, attacking the nearest creature if it attacked or running if it ran. The mech is considered to have an intelligence score of - and a Wisdom score of 10 while acting in this way.

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Tissue Regeneration: The mech gains fast healing equal to 1/2 its HD, its biological components pulling themselves together under stress. The mech can heal up to 2 hit points per pilot level per day with this ability, after which it ceases to function.

Special: If you possess this feat as well as the ability to craft constructs, you may craft constructs with the biomech template and create mechs that use the Mech Enhancements listed above.

Blind Faith (Monster)

Prerequisites: Iron Will, outsider type.

Benefit: You gain a +4 bonus on saving throws against mind-affecting effects. If you have at least 16 Hit Dice, you are immune to mind-affecting effects.

Boon Mech

Prerequisites: Bonded mech*, effective 3rd-level pilot for at least one mech.

Benefit: The abilities of your mech or companion vehicle are calculated as though your class were 4 levels higher, to a maximum effective pilot level equal to your character level. If you have more than one mech or companion vehicle, choose one to receive this benefit. If you lose or replace your mech or companion vehicle, you can apply this feat to the replacement.

Special: You can select this feat multiple times. The effects do not stack. Each time you take the feat, it applies to a different mech or companion vehicle.

Chain Collectives (Psionic, Teamwork)

Prerequisite: Collective class feature.

Benefit: Whenever you and an ally both possess this feat and the collective class feature and both belong to each other's collectives, you may treat any creatures in your ally's collective as being in your own collective, even if this would cause the normal limit on members and range to be exceeded.

Collective Dominion (Proxy, Psionic)

Prerequisites: Enhancement sphere, Circle Casting[USoP], Spell Proxy[USoP], casting class feature, collective class feature, magic skill bonus +10.

Benefit: The benefits of your Proxy[USoP] feats apply to creatures within your collective regardless of range. This does not allow them to use the Circle Casting feat from beyond the normal range.

Collective Manabond (Psionic)

Prerequisites: Mana[TIH] sphere, collective class feature.

Benefit: Whenever you add a creature to your collective, you may create a *manabond* with them as if you had cast a Mana sphere ability. When you concentrate on a single *manabond* created in this way, you are treated as concentrating on all *manabonds* created through this feat. A *manabond* created through this feat ends immediately if the creature leaves your collective.

Combatant's Alignment (Combat)

Prerequisites: Essence sphere[SoO] (Parallel Alignment[SoO] (potent)), ability to gain martial focus[SoM].

Benefit: Select a second parallel alignment which replaces either your normal alignment or your parallel alignment as long as you have martial focus.

Contagious Power (Metapsionic)

Benefit: To use this feat, you must expend your psionic focus. This feat can be applied only to powers that are harmful to their target and do not have a range of personal; a contagious power never spreads to someone who would benefit from being the target of the power.

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A manifester level check to dispel or remove a contagious power that fails by 5 or more causes it to spread from the original target to the creature that attempted to remove it. The power spreads to the new target regardless of its normal range or any special targeting requirement like a melee or ranged touch attack. The power is treated as if you had just manifested it on the new target.

The new target receives a saving throw as well as the benefit of power resistance (if applicable) if the power normally allows it. A contagious power can be identified normally as it is being cast with a successful Spellcraft check. Identifying whether a power is contagious by its effect, however, requires the use of the *aura sight power*, *analyze dweomer spell*, or a similar effect. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Contingent Injection

Prerequisite: Heal 11 ranks.

Benefit: When you inject a creature with a pharmaceutical[TG], poison, stimulant*, or other injection, you can delay the effect of the injection by up to 1 day. You may set some condition which causes the injection to activate on command. A creature can only have one contingent injection at any given time.

Covert Disassembly

Prerequisite: Any item creation feat.

Benefit: You can break any non-cursed magic or technological item down into component pieces. These pieces are nonmagical and nontechnological and may have little resemblance to the original item other than being of the same material (a magical sword may be three recognizable metal pieces or simply a collection of metal scraps). Disassembling an item takes 1 hour per 1,000 gp of the item's price and requires you to concentrate as if crafting an item. You can only use this feat on items your item creation feat would let you craft (for example, if you have Craft Wondrous Item, you can disassemble wondrous items but not magic weapons or armor).

You may reassemble a dismantled item as long as all the pieces are present; this takes the same amount of time as taking it apart did.

Craft Cybernetics (Item Creation)

Prerequisites: Heal 9 ranks, Knowledge (engineering) 9 ranks, Technologist*.

Benefit: You can create cybernetic items. Creating a cybernetic item takes 1 day for every 1,000 gp in the item's price. To create the object, you must use up raw materials costing half of this total price. See Crafting High-Tech Items for more information.

You can repair a broken cybernetic item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item from scratch. You can also install a cybernetic item in a creature's body.

Craft Mech (Item Creation)

Prerequisites: Craft (mechanical) 11 ranks, Knowledge (engineering) 11 ranks, Technologist*.

Benefit: You can create mechs. Any character with access to the vehicle's key or other control mechanism may drive and use this vehicle. Creating a mech takes 1 week for every 1,000 gp in the item's price. To create the object, you must use up raw materials costing half of this total price. See Non-Companion Mechs for more information. You can repair a broken mech if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft the mech from scratch.

Special: A military lab is required to craft mechs and uses 100 charges each day it is in operation.

Craft Pharmaceutical (Item Creation)

Prerequisites: Heal 9 ranks, Knowledge (nature) 9 ranks, Technologist*.

Benefit: You can create any pharmaceutical or poison. Creating a pharmaceutical takes 2 hours if its base price is 250 gp or less; otherwise, the creation of the pharmaceutical takes 1 day for every 1,000 gp in its price. To create the pharmaceutical or poison, you must use up raw materials costing half of this total price. See Crafting High-Tech Items for more information.

Craft Robot (Item Creation)

Prerequisites: Craft (mechanical) 9 ranks, Knowledge (engineering) 9 ranks, Craft Technological Arms and Armor*, Craft Technological Item*, Technologist*.

Benefit: You can create robots, provided you have access to a robotics lab and the necessary materials. A robot's price is equal to its CR × 20,000 gp, and the cost to create one is half this amount. Creating a robot takes 1 day for every 1,000 gp of its price. At the end of the process you must attempt a single Craft (mechanical) skill check to finish the robot. Failing this check means that the robot does not function and the materials and time are wasted. The DC for this skill check is equal to 20 + the robot's CR (minimum 21). A newly created robot has average hit points for its Hit Dice.

Special: A robotics lab is required to craft robots and uses 200 charges each day it is in operation.

Craft Stimulant (Item Creation)

Prerequisite: Caster or manifester level 5th.

Benefit: You can create stimulants*. Crafting a stimulant takes 1 day for each 1,000 gp in its base price. To craft a stimulant, you must use up raw materials costing half of its base price.

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Craft Technological Arms and Armor (Item Creation)

Prerequisites: Craft (mechanical) 7 ranks, Knowledge (engineering) 7 ranks, Technologist*.

Benefit: You can create technological weapons or armor. Creating a technological weapon or suit of armor takes 1 day for every 1,000 gp in the item's price. To create the object, you must use up raw materials costing half of this total price. See Crafting High-Tech Items for more information. You can also repair a broken technological weapon or suit of armor if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item from scratch.

Craft Technological Item (Item Creation)

Prerequisites: Craft (mechanical) 5 ranks, Knowledge (engineering) 5 ranks, Technologist*.

Benefit: You can create technological gear. Creating a piece of technological gear takes 1 day for every 1,000 gp in the item's price. To create the object, you must use up raw materials costing half of this total price. See Crafting High-Tech Items for more information. You can also repair a broken technological item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item from scratch.

Crystal Psiborg (Psionic)

Prerequisite: Psicrystal Affinity*, manifester level 1st.

Benefit: Your psicrystal transforms into a single piece of psibertech*, granting you the base augmentation of that psibertech component. The psicrystal is now attached to your body and can no longer move or leave your body (assuming it ever could), but gains hardness equal to 5 + 1/2 your manifester level. A psibertech psicrystal still grants all the normal benefits for being within 5 feet of you (such as the Alertness feat) and continues to function if the psicrystal is consumed or integrated as a result of another feat or class feature (such as the crystal warrior's[UP] form astral suit class feature or the Mech Piloting* feat).

Dedicate Of Ascension

Prerequisite: Knowledge (history) 3 ranks.

Benefit: Choose a path of ascension*. Each path of ascension requires a different initial meditation which takes 8 hours. Once you have performed the meditation, you gain the benefit of a special ability or resistance as indicated in the meditation entry for the path of ascension for which you have performed the meditation.

If you have at least 12 Hit Dice, you also gain the first boon granted by your path of ascension. If you have at least 16 Hit Dice, you also gain the second boon. If you have 20 Hit Dice or more, you also gain the third boon. Unless a specific duration or number of uses per day is listed, a boon's effects are constant. If you have levels in the ascendant vanguard prestige class, you gain access to these boons at lower levels as a benefit of your prestige class.

Digital Admixture (Admixture)

Prerequisites: Destruction[USoP] sphere (Admixture[USoP]), Technomancy* sphere.

Benefit: When using Admixture, you may spend an additional spell point to generate a *sprite* inside an eligible target damaged by the *destructive blast*. If you possess Sprite Legion, you may generate *sprites* in any targets damaged, up to your maximum number from Sprite Legion.

Disabling Dastard (Champion)

Prerequisites: Infiltration[SoG] sphere; Tinker[UEn] sphere (Disruption Set[UEn] (gizmo)) or Counterspell[USoP]; casting class feature, magic skill bonus +5.

Benefit: You may spend 1 spell point to apply the effects of the Counterspell feat as a (sabotage) or 1 charge to apply the effects of a Countergizmo as a (sabotage). If you possess the Improved Counterspell[USoP] feat, you may spend an additional

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spell point to apply the effects of Improved Counterspell as a (sabotage). If you possess the Advanced Arsenal[UEn] talent, you may spend 2 additional charges to apply the effects of an Improved Countergizmo as a (sabotage).

Disfiguring Transformation

Benefit: Whenever you apply a graft[HA], piece of cybertech[TG], or polymorph effect to a creature, you may warp their appearance in some manner that makes them unpleasant to gaze on. For as long as they are affected, the target creature takes a -4 penalty to all Charisma checks and Charisma-based skill checks.

Dislocated Form (Psionic)

Benefit: While maintaining psionic focus, you gain the compression universal monster ability, and take only half damage from being crushed. You may expend psionic focus to gain DR/- equal to your level against nonlethal damage until the start of your next turn.

Divergent Visionary (Mythic)

Prerequisite: Divination sphere, caster level 9th; or ability to cast one divination spell of 5th level or higher or manifest one clairsentience[UP] power of 5th level or higher.

Benefit: Any of your clairsentience powers or divination spells or Divination talents which function across planes now also function across alternate timelines and separations in time. For example, a character with the *telepathic bond* spell active can send messages to an ally they are aware of who is currently in an alternate timeline or even in an alternate time period in that timeline (such as 100 years in the past). Likewise, a character could use *scrying* to look at a location at a different point in time in another timeline they are aware of. You must be aware of a specific alternate timeline's existence (such as having traveled from it, knowing that somebody else has traveled to it, or knowing that a portal exists to it) in order to target that timeline or anything in it. An alternate "stripe" of time resulting from an inconsequential form of time travel (such as using a Shadowbore[AUC] or teleportation effect for superluminal travel) does not qualify as an alternate timeline.

Note: Even in a game which involves players crossing multiple alternate universes, GMs may wish to restrict the ability of players to cross between timelines they know of. As a result, players wishing to take this feat should gain approval from their GM beforehand.

Dreadforger (Combat)

Prerequisite: Craft (any) 5 ranks.

Benefit: When creating a nonmagical trap, poison, or other item which is not gained from a class ability, feat or sphere, you may increase the saving throw DC of the item to up to 10 + 1/2 your character level + your Intelligence modifier. For every point by which you increase the saving throw DC, the Craft DC increases by 2. Using this feat does not increase the cost of your creation.

Dream Sovereign (Psionic)

Prerequisite: Ability to manifest *dream message*[UP] or *induce nightmare*[UP].

Benefit: When you manifest either *dream message* or *induce nightmare*, you gain the ability to augment them in the following ways:

Augment (dream message):

- For every additional power point you spend, you may target one additional creature with this power. You may send a different message to each target.
- If you spend 2 additional power points, you may hold a conversation with any number of creatures you have contacted with this power. Each creature (manifester and any targets) is capable of sending a number of messages equal to the manifester level of this power, but only between themself and the manifester. If you spend 2 additional power points, then the creatures may deliver messages that can be heard by all entities affected by this power.
- If you spend 6 additional power points, you may manifest a single power on the targets of the dream message. The power affects however many creatures it normally would, and targets are allowed a saving throw as normal.

Augment (induce nightmare):

- For every additional power point you spend, you may target one additional creature with this power.
- If you spend 2 additional power points, you may ensnare a creature in a nightmare dreamscape[HA] rather than allowing them a saving throw.
- For every 2 power points you spend augmenting this power, you may choose 1 additional feature to be added to a nightmare dreamscape you create using this power.

Eldritch Animation

Benefit: Undead creatures you create gain channel resistance +4 or increase their existing channel resistance by +2 (whichever provides a higher bonus) against all effects from a source other than you.

Elemental Conjurer

Benefit: You may spontaneously convert any spell with the acid, cold, electricity, or fire descriptors into a *summon monster* spell of equal level. However, the only creatures that can be summoned are elementals whose type matches the descriptor as seen in **Table 4-2: Elemental Conjurer.**

Table 4-2: Elemental Conjurer

Spell Descriptor	Elemental Summoned
acid	Earth elemental
cold	Water elemental
electricity	Air elemental
fire	Fire elemental

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For example, a wizard could convert a *fireball* into a *summon monster III* spell used to summon 1d3 Small fire elementals.

Elemental Endurance (Combat)

Benefit: Choose acid, cold, electricity, fire, or sonic. You gain energy resistance to the chosen energy type equal to your damage reduction.

Special: You may select this feat multiple times, each time selecting a different energy type.

Elemental Marksman (Combat)

Prerequisite: One Elemental Flux[PoWE] maneuver known.

Benefit: When you hit a foe with a maneuver using a weapon that deals the same type of damage as your active energy type (such as with a laser pistol while your active energy type is fire), the creature must succeed at two saving throws against the maneuver instead of one.

Elemental Expertise

Prerequisites: Elemental Focus[PoWE], elemental attunement class feature or one Elemental Flux[PoWE] maneuver known.

Benefit: In addition to the normal energy types listed with Elemental Focus, you may select force, sonic, and untyped damage with the feat. The DC increase applies to any effect which either deals damage of the chosen type or is made as a result of an attack which deals damage of the chosen type (so Elemental Focus (fire) would increase the DC of plasma grenades[TG]).

Elevated Arcana (Monster)

Prerequisites: At least one racial Hit Die, spell-like or psi-like abilities from racial Hit Dice.

Benefit: Add your Hit Dice from class levels to the caster or manifester levels of any spell-like or psi-like abilities you possess as a result of your racial Hit Dice.

Elevated Might (Monster)

Prerequisite: At least one racial Hit Die.

Benefit: Add your Hit Dice from class levels to any racial Hit Dice you possess for the purpose of determining the DCs of any abilities based on racial Hit Dice (such as breath weapons, frightful presence, etc.) and the DCs of abilities based on class level (such as channel energy).

Elevated Repertoire (Monster)

Prerequisites: At least one racial Hit Die, spell-like ability from race.

Benefit: Choose up to three spell-like abilities you possess. You gain a total of 3 additional uses of these spell-like abilities divided as you choose (for example, a hezrou with this feat could grant 2 additional uses per day to its blasphemy spell-like ability and 1 additional uses per day to its summon spell-like ability).

Elevated Resistance (Monster)

Prerequisites: At least one racial Hit Die, spell resistance from race.

Benefit: Add your number of Hit Dice from class levels to your spell resistance for the purpose of calculating your spell resistance.

Energized Spell (Metamagic)

Prerequisite: Ability to channel positive or negative energy.

Benefit: When you cast an energized spell, you may expend one use of your channel energy ability to have the spell deal positive energy damage (which heals living creatures and harms undead) or negative energy damage (which heals undead creatures and harms living ones), corresponding to a type of energy you are capable of channeling. An energized spell uses up a spell slot one level higher than the spell's actual level.

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Energy Soldier (Combat)

Benefit: Any ability that would enable you ignore any amount damage reduction also enables you to ignore the same amount of energy resistance under the same circumstances (for example, you may use the Clustered Shots feat to total the damage from all attacks made with a laser rifle[TG] or +1 *flaming longbow before applying fire resistance).*

Energy Transmutation (Akashic)

Prerequisite: Elemental Essence[SMMay21].

Benefit: You may use the Elemental Essence feat on veils which lack the acid, cold, electricity, or fire descriptor. The veil gains the chosen descriptor and any damage of the original type dealt by that veil is changed to the new type.

If you invest a second point of essence into a veil with the Elemental Essence feat, you may select a second energy type, causing the veil to deal half of its damage as the first damage type and the other half as the second damage type.

You gain 1 point of essence.

Special: You may select this feat multiple times. Each time you must choose a different energy type.

Enhanced Protection (Monster)

Prerequisite: Energy resistance racial trait.

Benefit: Two types of energy resistance you possess from your race increases by 5 for every 5 Hit Dice you possess, to a maximum of 30.

Special: You may select this feat multiple times, each time applying it to two different types of energy resistance.

Eternal Mind (Monster)

Prerequisites: Int 21, Iron Will.

Benefit: Any creature that attempts to interact directly with your thoughts (such as via detect thoughts or telepathy) must succeed at a Will save or become confused for 1 minute. If you have at least 20 Hit Dice, the target is instead driven permanently insane as the *insanity* spell (if using the strain[SBA] rules, you may instead have a target take a number of points of strain damage equal to your Intelligence score on a failed saving throw). The save DC is equal to 10 + 1/2 your Hit Dice + the higher of your Intelligence or Charisma modifier. Using your own telepathy to communicate does not activate this ability unless you spend a standard action to focus your mind on one opponent. A creature targeted by this ability is immune to its effects for 24 hours. This is a mind-affecting effect.

Extra Gestalt Talent

Prerequisite: Gestalt talent* class feature.

Benefit: You gain an additional gestalt talent. You must meet the prerequisites for this gestalt talent.

Special: You may select this feat multiple times.

Extra Hypercharge

Prerequisite: At least one helmsman hypercharge*.

Benefit: You gain an additional Helmsman hypercharge for which you meet the prerequisites

Special: You may select this feat multiple times.

Extra Mech Enhancement

Prerequisites: Bonded mech* class feature; or Mech Piloting*, Psi-Core Upgrade*, Psicrystal Affinity[UP], Technologist*, manifester level 3rd.

Benefit: Choose one Mech Enhancement. Any mech that you are piloting gains that enhancement so long as the mech meets its prerequisites.

Field Mechanic (Item Creation)

Prerequisites: Knowledge (engineering) 5 ranks, Craft (mechanical) 5 ranks, Technologist*.

Benefit: When creating technological items, you no longer require a lab. However, if you craft a technological item without the use of the appropriate lab, the Craft DC increases by 10.

Special: This feat may be restricted at GM discretion, as not all GMs may wish for free crafting of technological items.

Force Creation Mastery (Dual Sphere)

Prerequisites: Creation[USoP] sphere, Telekinesis[USoP] sphere, Forceful Creation[USoP], Kinetic Creation[USoP], caster level 7th.

Benefit: Whenever you create an item out of telekinetic force using Kinetic Creation, you may initiate and maintain the Sustained Force or Bludgeon *telekinesis* abilities as part of creating the object using the Forceful Creation feat (you may use these feats in conjunction with this one even though they are dual sphere feats). In addition, whenever you Bludgeon a creature using an object of telekinetic force, you may cause it to deal force damage rather than its normal damage type. If you do, the maximum size of any item you create is reduced by 2 categories.

Special: If you have the Enhanced Creation[USoP] or Floating Creation[USoP] feats, you may apply either talent to items you create out of telekinetic force even though you have already applied a dual sphere feat.

Fortified Corpsecraft

Prerequisite: Ability to create undead creatures.

Benefit: Any undead creature that you create gains a +2 enhancement bonus to natural armor, as well as DR/good equal to 1/2 your caster level (if you do not have a caster level, instead use your Hit Dice -2 as your caster level). If an undead creature already possesses better damage reduction, that damage reduction becomes DR/good if you so choose.

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Futuristic Armory (Psionic)

Prerequisites: Technologist*, ability to manifest *call weaponry*, manifester level 3rd.

Benefit: When you manifest *call weaponry*[UP], you can use the following augment:

Augment

For every 2 additional power points you spend, you may call a technological weapon that is worth +1 more enhancement bonus reduction from the emulate technological melee weapon* or emulate technological ranged weapon* soulknife blade skills. For example, you may spend 4 additional power points to call an arc rifle[TG] (worth +2), 2 additional power points to call a chainsaw[TG] (worth +1), or 16 additional power points to call a vortex gun[TG] (worth +8). The item that you call comes equipped with half its maximum number of charges and 3d6 uses of whatever type of ammunition it uses (or the maximum number of charges or uses it can carry, whichever is less).

Guarded Range (Champion, Combat)

Prerequisites: Guardian[SoM] sphere ((patrol) package), Navigation[SoG] sphere.

Benefit: While you have a *patrol* active, you may apply the effects of your pathing to your threatened area.

Greater Psychomachy (Psionic)

Prerequisite: Psychomachy*, one or more metapsionic feats.

Benefit: Whenever you use the Psychomachy metapsionic feat, you may expend 4 additional power points to deal damage to a second mental ability score of your choice.

Grenade Focus (Combat)

Benefit: The saving throw DC of any grenade you use to attack increases by 2.

Hacking Counterspell (Champion, Counterspell)

Prerequisites: Spellhacking[SoG] sphere, Counterspell[USoP], casting class feature, magic skill bonus +5.

Benefit: Whenever you successfully counterspell a magical effect, you may apply a (hack) talent that you know to the effect rather than dispelling it. If you counterspell multiple effects at once, you must spend an additional spell point and apply the same (hack) to all of them. If you have the ability to counter technological effects and apply (hack) talents to them, you may use this feat on technological effects.

Hard-Wired Sprite (Champion)

Prerequisites: Technomancy* sphere, Tinker[UEn] sphere (at least one (gizmo) talent).

Benefit: One gizmo that you create (excluding permanent gizmos) contains a *sprite* with a permanent duration that cannot be transferred. This *sprite* replenishes itself after 1 minute if it is dispelled or destroyed. You may change which gizmo is affected by this feat in a process that takes 1 hour.

Special: You may take this feat multiple times. Each time, you may select a different gizmo to gain a *sprite*.

Harmonic Counter (Counterspell)

Prerequisites: Tinker[UEn] sphere (Disruption Set[UEn] (gizmo)) or Counterspell[USoP].

Benefit: Whenever you use Countergizmo battery use, you may affect magic effects in the area or on the target as per Counterspell, using your gizmo penetration check in place of your MSB. If you have the Advanced Arsenal[UEn] legendary talent, this improves to Improved Counterspell if you use an Improved Countergizmo battery use and Greater Counterspell if you use a Greater Countergizmo battery use.

When you use Counterspell, you may affect gizmos in the area or on the target as per a Countergizmo, using your MSB in place of your gizmo penetration check. This improves to affecting them as per an Improved Countergizmo if you use Improved Counterspell on a single target or a Greater Countergizmo if you use Greater Counterspell.

You can counterspell effects which were created with the Alien Source[CSSP] at no penalty. Your abilities that would suppress magic (such as such as the Spell Ward[USoP] and Antimagic Aura[USoP] effects of the Protection sphere) function normally against all magic effects regardless of source. In addition, you can attempt to use any of your Counterspell feats or other magic-negating abilities on technological equipment[TG] from outside the Tinker sphere as if it were magical equipment. Treat such a technological item's MSD as if it were the item's Craft DC -5.

Harmonic Resilience

Benefit: Any spell or power resistance or immunity that you possess applies against magic from any source, including those from casters with the Alien Source[CSSP] boon. If using any ruleset in which psionics and magic are not transparent, any spell resistance or immunity that you possess also applies against psionic powers that allow power resistance, and vice versa.

Any spell or power resistance you possess also applies against technological effects. Whenever you would be affected by an effect from a piece of technological equipmentTG or a technological construct which imposes a condition or damage type other than bludgeoning, piercing, or slashing damage, the source of the effect must attempt a gizmo penetration checkUEn against your spell resistance (using the item's craft DC -15 or the source's CR in place of a gizmo penetration check if the item or creature is not a gizmo). On a failure, any conditions or damage besides bludgeoning, piercing, or slashing damage from the effect do not take effect.

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Heavy Wielding (Combat)

Prerequisites: Strength 15, base attack bonus +6.

Benefit: You may wield weapons sized for creatures 1 size larger than yourself without increasing the effort required (i.e., you do not increase the weapon's category by 1 step from light to one-handed, one-handed to two-handed, etc.), though you still suffer a -2 penalty on attack rolls with the oversized weapon. You may wield a two-handed weapon of your size as if it were a one-handed weapon. If you do, you take a -2 penalty to attack rolls with the weapon.

Hostile Takeover

Prerequisites: Tinker[UEn] sphere ((computation) package), Adaptable Transfer*.

Benefit: You may transfer *routines* you create into unwilling mechanoids and robots or gizmos and technological items wielded by other creatures. Such targets are allowed a Will save against your gizmo save DC to prevent the transfer, with the wielder of the item or gizmo attempting the save for their equipment.

Whenever you successfully make a melee attack or melee sunder attempt against a target you could transfer a routine into, you may attempt to transfer a routine from yourself or an item in your possession to the target as an immediate action.

Hyperwave Signal

Prerequisites: Remote Piloting*, bonded mech* class feature, 10th-level pilot.

Benefit: The maximum range of Remote Piloting improves to 400 feet + 40 feet per pilot level.

Special: You may take this feat a second time starting at 15th level, in which case Remote Piloting has no maximum range and can even function across planes.

Imbued Sprite

Prerequisite: Technomancy* sphere.

Benefit: Whenever you use a sphere effect which summons, creates, or animates a construct, you may create a *sprite* inside one of these constructs as a free action. If you possess Sprite Legion, you may generate *sprites* in any number of such targets, up to your maximum number from Sprite Legion.

Impromptu Upgrade (Champion)

Prerequisites: Technomancy* sphere, Tinker[UEn] sphere.

Benefit: Whenever one of your *sprites* enters a host, you may apply any number of accommodations you can apply to your gizmos to the host for as long as the *sprite* remains inside.

Improved Implantation

Benefit: Your Constitution and Intelligence scores are both treated as 4 higher for the purpose of the maximum implantation value of cybertech[TG] within your system.

Inducting Power (Metapsionic)

Prerequisites: Unwilling Participant[UP], collective class feature.

Benefit: To use this feat, you must expend your psionic focus. This feat can be applied only to mind-affecting powers that allow a Will save. If a target fails a Will save against the power, they are immediately added to your collective. In order to make room for creatures, you may remove others from the collective as a free action as part of manifesting the power. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Integrated Combat (Combat)

Benefit: You gain a +1 bonus on attack rolls with implanted weapons. In addition, you gain a +2 bonus on all skill checks attempted as part of any martial maneuver[PoW] made while wielding an implanted weapon[TG].

Special: This bonus does not stack with the Weapon Focus feat, but counts as Weapon Focus with all implanted weapons for the purpose of meeting prerequisites.

Instinctive Stance (Combat)

Prerequisite: Ability to gain martial focus.

Benefit: When you roll initiative or roll a Perception check at the start of a surprise round, you may immediately enter a single (stance) talent[TYH] you know.

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Into The Scrum (Combat)

Benefit: You gain a +1 morale bonus on damage rolls for each enemy in your reach beyond the first whose Hit Dice are no less than half your Hit Dice.

Irradiating Power (Metapsionic)

Benefit: To use this ability, you must expend psionic focus. Any creature affected by an irradiating power must succeed at a Fortitude save or contract radiation[TG] of a certain level. The Fortitude save and level of radiation are based on the amount of power points spent on the power (including power points spent to use this metapsionic feat). See **Table 4-3: Irradiating Power/Spell Values**. Manifesting a power in this way requires an expenditure of 4 additional power points, and the total expenditure cannot exceed your manifester level.

Irradiating Spell (Metamagic)

Benefit: Any creature affected by an irradiating spell must succeed at a Fortitude save or contract radiation[TG] of a certain level. The Fortitude save and level of radiation are based on the level of the spell (if using spell slots) or MSB/power points (if using spell points/psionics). See **Table 4-3: Irradiating Power/Spell Values**. An irradiating spell uses up a spell slot three levels higher than the spell's actual level.

Killing Ravages

Benefit: Whenever you cause a creature's total strain[SBA] damage to exceed their strain score or deal enough damage to a mental ability score that the damage exceeds that ability score, the creature dies rather than suffering from the normal effects. Creatures killed this way who are resurrected maintain any strain damage.

Kinetic Forger (Psionic)

Prerequisite: Must have knowledge of at least one metacreativity power.

Benefit: When you manifest a metacreativity[UP] power, you may manifest it as a psychokinesis[UP] power instead. When you do, the result of the power is created from unattended items in your surroundings rather than from ectoplasm. The manifester may choose to have any damage properties or hardness of surrounding materials be applied to the creation (such as having an astral construct's attacks strike as silver if it was created using silver objects or having a created item assume the hardness of the stone it was created from). A creation made with this ability otherwise functions as a normal construct of ectoplasm.

Linked Squadron (Psionic, Squadron)

Prerequisites: Communication sphere[SoG], Posse Commander[LotS]; or War sphere[USoP], Squadron Commander[USoP]; or Warleader sphere[SoM], Troop Commander[THH]; collective class feature.

Table 4-3: Irradiating Power/Spell Values

Spell Level	Power Points	MSB	Radiation Level	Radiation save DC	Primary Effect	Secondary Effect
1-3	0-6	0-6	Low	13	1 Con drain	1 Str damage/day
4-6	7-12	7-12	Medium	17	1d4 Con drain	1d4 Str damage/day
7-8	13-16	13-16	High	22	2d4 Con drain	1d6 Str damage/day
9	17+	17+	Severe	30	4d6 Con drain	2d6 Str damage/day

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Benefit: The maximum number of creatures in your squadron increases to the maximum number of creatures in your collective. You may add a creature to your squadron as part of the action to add it to your collective. You treat any creatures in your collective as being within close range for the purpose of targeting them with your feats and talents.

Long-Term Agreement

Benefit: When negotiating with a creature summoned through a (calling) spell or with the Call Planar Creature[USoP] advanced Conjuration talent, you may have it serve you for twice the normal duration that would normally be allowed or agreed upon. In addition, if that specific outsider ever crosses you again after its service has ended, you gain a +2 bonus on saving throws against its abilities.

Machine Poltergeist (Monster)

Prerequisite: Incorporeal subtype.

Benefit: As a standard action, you may possess an adjacent machine or robot that can maintain an AI. This functions as the *coded incarnation** power, save that you become the AI inside the device and maintain complete control over your actions. You may leave the device as a standard action, recreating your normal form in a space adjacent to the machine. The save DC is equal to 10 + 1/2 your Hit Dice + your Charisma modifier.

Magical Lorekeeper

Prerequisite: Skill Focus (Spellcraft).

Benefit: You gain the ability to learn spells which are not on your class list through certain means. When learning a spell from an item such as a staff, scroll, or *page of spell knowledge*[UE], you may learn it even if it is not on your class list so long as it can be cast by another class using the same tradition of magic (arcane, divine, or psychic). If you do, the spell is considered 1 level higher than it would be for its original class. For example, a wizard with this feat could learn the *bladed dash*[ISM] spell from a scroll as it is on the bard and magus spell lists (as a 3rd-level spell rather than 2nd-level), but could not learn *etheric shards*[OA] in this way as it is not on the spell list of any arcane spellcaster.

Magical Observer (Champion)

Prerequisites: Divination[USoP] sphere, Tinker[UEn] sphere (Sensory Set).

Benefit: You may target any of your sensory gizmos with your Divination sphere (divine) and (sense) talents as if they were yourself. The sensory gizmos and any recordings they make benefit from any (divine) and (sense) talents active on them at the time of recording. Targeting a gizmo with a (divine) or (sense) costs 1 additional spell point.

Many-Armed Warrior (Combat, Monster)

Prerequisites: Dex 13, Multiweapon Fighting, three or more arms capable of wielding weapons.

Benefit: You are treated as having the Two-Weapon Fighting feat for the purpose of meeting all prerequisites. In addition, whenever a feat would give you an extra attack with an off-hand weapon as part of a full attack (such as from Improved Two-Weapon Fighting), you may make an attack with a weapon currently wielded in one additional hand other than your primary and off-hand.

Special: You may select this feat an additional time for every 5 Hit Dice you possess, each time allowing you to make an attack with a weapon currently wielded in one additional hand.

Mass Retention

Benefit: While reduced in size below your normal size (such as by *reduce person*, the *change shape* ability, or some other ability), you may retain any size modifier you have to CMB and CMD as if you were your original size.

Master Necrocrafter

Benefit: **Any** necrocraft[B4] creature you create gains two additional construction points. In addition, any other undead that you create gain 1 construction point's worth of abilities from the necrocraft's list.

Material-Bound (Monster)

Prerequisite: Outsider with the extraplanar subtype.

Benefit: You lose the extraplanar subtype and gain the native subtype, being considered native to the Material Plane. Despite having the native subtype, you do not need to eat, drink, or sleep. You gain a +2 bonus on Knowledge (geography), Knowledge (history), Knowledge (local), and Knowledge (nature) checks.

Matter-Energy Storage (Psionic)

Prerequisites: Psicrystal Affinity[UP], manifester level 1st, must possess a psicrystal with the nanite swarm* archetype.

Benefit: You can store items in your nanite swarm psicrystal in a manner similar to a *bag of holding*. While it is adjacent to, or sharing a space with you, you may treat your nanite swarm as an extradimensional storage space with a capacity of up to 8 cubic feet or 80 pounds of material. Your nanite swarm is treated as having an opening with a 2 foot diameter, regardless of its actual dimensions. Your nanite swarm can only be used to store non-living items and materials. If your nanite swarm is destroyed all contents are lost forever. Overloading the nanite swarm's capacity does not harm it, but its contents are lost. If you are slain, items stored in your nanite swarm are ejected into a random square adjacent to the swarm.

Special: Items stored in a nanite swarm that was granted by the hivemind's nanite swarm class feature are not lost if it is destroyed. Such items can be retrieved when the hivemind gains a new nanite swarm.

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Mech Master

Prerequisites: Technologist*, Vehicle Expert*, must possess an animal companion.

Benefit: You lose an animal companion you possess, gaining a bonded mech* in its place. Your effective pilot level is the same as your animal companion's effective level. If you gain a mech through another source, the effective pilot level granted by this feat stacks with that granted by other sources, up to your total character level.

Mech Piloting (Psionic)

Prerequisites: Psi-Core Upgrade*, Psicrystal Affinity[UP], Technologist*, manifester level 3rd.

Benefit: You gain access to a bonded mech as a pilot of your character level -4. If you later gain a mech through another source, the effective pilot level granted by this feat stacks with that granted by other sources, up to your total character level. While piloting a psi-mech suit your psi-core must be in the mainframe configuration.

Mechanical Magician

Prerequisite: Knowledge (engineering) 1 rank.

Benefit: You may attempt Craft (mechanical) or Knowledge (engineering) checks in place of Use Magic Device checks.

Mechanized Gestalt

Prerequisite: Swarm cladding* class feature.

Benefit: When activating your swarm cladding ability you can choose to gain the following instead of the normal benefits you would gain from that ability. Your nanite swarm bonds to itself to you, melding around your clothing and armor, becoming a mech with a body type of your choice. This is a polymorph effect lasting 1 hour per hivemind level. These hours need not be consecutive, but even if you dismiss swarm cladding on the same round that you activated it, it counts as 1 hour of use. The nanite swarm never adjusts its hit points or hardness as a part of this transformation. You treat your character level -3 (minimum 1) as your effective pilot level. While in this form your nanite swarm mech may possess any Mech Enhancement it qualifies for, except intelligent vessels. You can select the Mech Enhancements possessed by your nanite swarm while it is in this form when you shape your veils for the day.

Metapsionic Ability (Monster, Psionic)

Prerequisite: Ability to use at least one psi-like ability.

Benefit: Choose one psi-like ability that the creature possesses and one metapsionic feat[UP]. Three times per day, the creature may manifest this psi-like ability as if it were affected by this metapsionic feat. When they do so, the manifester level for the psi-like ability is reduced by a number of levels equal to the number of additional power points the metapsionic feat would normally cost. This cannot cause the manifester level of the psi-like ability to go below the minimum manifester level needed to manifest the power, and in such cases the psi-like ability cannot be affected by that particular metapsionic feat. The creature need not expend psionic focus in order to apply the metapsionic feat to the psi-like ability.

Special: You may select this feat multiple times, each time selecting a different psi-like ability.

Midshipman's Training (Combat)

Prerequisites: Bonded mech* class feature, ability to gain martial focus[SoM].

Benefit: You learn a single helmsman hypercharge*, using your pilot level as your helmsman level. You may expend martial focus as a free action to gain a temporary

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pool of boost points equal to your practitioner modifier (minimum 1). These boost points last for a number of rounds equal to your pilot level and may be spent to activate any hypercharge you know.

Overlapping activations of this feat or other sources of boost extend the duration of the boost pool but cannot raise the total number of boost points beyond your practitioner modifier + 1/2 your pilot level.

Mind-Rending Fear (Combat)

Prerequisite: Intimidate 9 ranks.

Benefit: Whenever you cause a creature to become shaken, frightened, or subjected to any other level of fear, you deal 1d4 points of Wisdom damage to that creature. If you are using the strain[SBA] system, you may instead deal twice as much strain damage as you would Wisdom damage. A successful Will save (DC 10 + 1/2 your ranks in Intimidate + your Charisma modifier) negates this effect.

Petulant Binder

Benefit: When negotiating with creatures bound with (calling) spells or similar effects, you may attempt a Charisma check every 2 hours rather than every 24 hours.

Piercing Attack (Combat, Psionic)

Prerequisites: Str 13, Psionic Fist[UP]; or Point-Blank Shot, Psionic Shot[UP]; or Str 13, Psionic Weapon[UP].

Benefit: While you maintain psionic focus, the AP value of any weapon you wield increases by 2. When you make an attack using a weapon that possesses armor penetration*, you may expend psionic focus to have that weapon subtract the total value of armor penetration from deflection, sacred, and/or profane bonuses to AC as well as armor and shield bonuses. This does not apply to attacks which target touch AC regardless of whether the Armor Penetration rules are in play.

Pilot's Savvy (Champion)

Prerequisites: Athletics[SoM] sphere; Artifice[SoG] sphere or Enhancement[USoM] sphere.

Benefit: You gain the following benefits, depending on the spheres you possess:

- *Familiar Piloting (Artifice sphere)*: Whenever you are driving a vehicle or piloting a mech, you may use your Craft (mechanical) modifier in place of any of your Athletics sphere packages' associated skill modifiers for the purposes of Athletics sphere talents. When attempting a Craft (mechanical) check to repair your mech, you may use any of your Athletics sphere packages' associated skill modifiers in place of your Craft (mechanical) modifier.
- *Optimal Deployment (Enhancement sphere)*: When you mount a vehicle or begin piloting a mech, you may target the mech or vehicle with a single enhancement as part of the same action.

Planar Tether (Drawback)

Prerequisite: Planebound Magic*.

Benefit: Abilities which directly interact with or allow travel to the plane you have selected with Planebound Magic may be used on any plane.

Power Overwhelming (Psionic)

Benefit: As part of manifesting a power, you may take any amount of strain[SBA] damage to a maximum of your strain score minus any strain damage you have already taken. For every point of strain damage you take, you gain 1 power point.

Program Puppeteer (Dual Sphere)

Prerequisites: Mind[USoP] sphere, Technomancy* sphere.

Benefit: You may treat any construct which is acting as a host of one of your *sprites* and any AI installed in your *sprite's* host as having a living mind for the purpose of being able to affect it with your Mind sphere abilities, ignoring their immunity to mind-affecting effects. In addition, you may create *sprites* in and move *sprites* into any creatures which can be affected by your charms. Such creatures may be affected by your *sprites* as if they were constructs.

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Prolific Pugilist (Champion)

Prerequisites: Bluster[SoG] sphere, Boxing[SoM] sphere.

Benefit: When you would trigger your *counter punch*, you may choose to use a quip that you could use as a standard action in place of performing the *counter punch*. You may use this ability only once per round even if you could trigger multiple *counter punches*. In addition, when you have a *counter punch* readied, you may outwit a creature to make a *counter punch* against them whenever they take an action that could be used as a trigger for your *counter punch*, even if you have not designated that specific action as a trigger for your *counter punch*. Outwitting a creature in this way does not break your readied action to make the *counter punch* against that creature.

Psi-Core Upgrade (Psionic)

Prerequisites: Psicrystal Affinity[UP], Technologist*, manifester level 3rd.

Benefit: Your technologically modified psicrystal is now a psi-core that can be used for a variety of new purposes and gains the robot subtype. By expending your psionic focus, you may assemble your psi-core into one of the following configurations:

Techno Hilt: Your psi-core bonds itself to a single weapon you wield. While bonded in this way, the psi-core cannot be targeted separately from the weapon, though if the weapon is destroyed the core reverts to an unconfigured psi-core with 1/2 its maximum hit points. While in this configuration the psi-core adds an additional 1d4 electricity damage to all attacks made with the bonded weapon, and when its master activates a touch power he may make a single free melee attack with the modified weapon to deliver it in place of the free touch attack normally granted by the power.

Multi Tool: While in this configuration the psicore gains the constant benefit of the Flight (Su) ability normally gained at 9th level, regardless of the master's level, though the granted flight speed is halved until the master reaches that level. The psi-core may serve as a masterwork tool for any skill you have at least 3 ranks in and gains a ranged touch attack with a range of 10 feet that deals 1d6 electrical damage. Whenever you expend your psionic focus, you may change the type of this damage to fire, sonic, or back to electrical.

Mainframe: While in this configuration, your psicore accelerates your mental processes, granting you a +2 circumstance bonus on all Intelligence-based skill and ability checks. In addition, your psi-core can be used to interface with various specialized types of technological equipment and may be attached to any technological weapon or device that can be powered via a battery, allowing you to convert 5 power points into a single charge.

Psychic Programmer

Prerequisite: Caster level 9th or manifester level 9th.

Benefit: You may ignore the immunity of constructs to mind-affecting effects for the purpose of your spells, powers and supernatural abilities. Such creatures gain a +4 bonus on saving throws against your mind-affecting effects. This does not prevent your mind-affecting powers from being susceptible to power or spell resistance, nor does it allow you to affect mindless constructs with such abilities.

Psychomachy (Metapsionic)

Prerequisite: One or more metapsionic feats.

Benefit: If a power you manifest deals damage to a mental ability score (such as *ego whip's*[UP] damage to Charisma), you may expend your psionic focus as part of manifesting that power. If you do, it instead deals damage to the mental ability score of your choice.

Rapid Induction (Psionic)

Prerequisite: Collective class feature.

Benefit: You may add a creature to your collective as a move action rather than a standard action. This includes creatures added through the Unwilling Participant feat.

Reality-Puncturing Attack (Psionic).

Prerequisites: Str 13, base attack bonus +6; Deep Impact[UP], Psionic Weapon[UP]; or Psionic Fist[UP], Unavoidable Strike[UP].

Benefit: Whenever you use Unavoidable Strike or Deep Impact, your attack bypasses all damage reduction, energy resistance, and hardness of the target.

Remote Legion

Prerequisites: Remote Piloting*, bonded mech* class feature, 10th-level pilot.

Benefit: When using the Remote Piloting feat, you may issue commands to an additional one of your bonded mechs with the same action. Mechs commanded in this way must all take the same action (such as a charge, move, or attack action), but may have different targets or destinations. For every mech beyond the first which is commanded in this way, all mechs take a -1 penalty on all d20 rolls, damage rolls, and save DCs of their abilities until the start of your next turn.

Special: You may select this feat multiple times. Each time you do, you may increase the number of bonded mechs you may command with the same action by 1.

Remote Piloting

Prerequisite: Bonded mech* class feature.

Benefit: You share a psionic bond or mechanical interface with your bonded mechs that allow you to see and hear as though he occupied their location, and can spend your own actions to command your mechs to take an equivalent

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action as long as they are within 100 feet + 10 feet per pilot level (for example, the pilot could spend a move action to command his mech to move, and then expend a standard action to command it to make an attack against a target within its range). Mechs controlled in this way use your base attack bonus, feats, and skill modifiers (adjusted for the mech's ability scores as normal. A mech need not meet the prerequisites for feats used in this way). See Unpiloted and Remotely Piloted Mechs for further details.

Revenant Militia

Prerequisite: Ability to create undead creatures.

Benefit: For every 4 racial HD an undead creature you create possesses, it gains a +1 bonus on attack rolls.

Rush Of Magic (Champion, Drawback)

Prerequisites: Barroom[SoM] sphere (Chasing The Dragon*), Addictive Casting[USoP].

Benefit: Whenever you spend a spell point, you gain the drunk status as if you had consumed a drug. You may ignore the penalties from addiction so long as you maintain this drunk status.

Sacrosanct Firewall (Dual Sphere)

Prerequisites: Fate[USoP] sphere (Hallow[USoP] (word)), Technomancy* sphere.

Benefit: Targets affected by your Hallow (word) cannot have *sprites* enter them unless you allow those *sprites* to enter. If the target already contains one or more *sprites*, the creator of those *sprites* must succeed at a magic skill check against your MSD in order to execute any programs.

Sage's Focus (Combat)

Prerequisite: Ability to gain martial focus[SoM].

Benefit: Whenever an ability would require you to expend your psionic focus, you may choose to expend martial focus in place of psionic focus. So long as you maintain martial focus, you are considered to be maintaining psionic focus. Any ability that allows you to regain psionic focus can instead be used to regain martial focus (but not the other way around).

Special: This feat counts as having the ability to gain psionic focus. If you possess the Mental Focus[USoP] drawback, you may select this feat as a drawback feat.

Salvage Rigger

Prerequisite: Superior Salvage[LotS], any item creation feat, character level 5th.

Benefit: You may salvage technological equipment[TG] as if they were magic items. In addition, if you pay 100% of the cost of an item using materials salvaged from other magic or technological items, you craft the item at double the normal speed.

Secrets Of Magic Beyond (Monster)

Prerequisite: Spellcasting ability from racial Hit Dice.

Benefit: Select a class spell list other than the one corresponding to your spellcasting from your racial Hit Dice. You may select spells from this spell list as if they were on the class spell list corresponding to the spellcasting from your racial Hit Dice (for example, an old red dragon which takes this feat may select cleric spells in place of sorcerer/wizard spells if it advances in age category and learns new spells). When you take this feat, you may exchange any spells you know from your racial spellcasting progression for any other spells of equal level which you could learn.

Special: You may select this feat multiple times, each time selecting a different class spell list which you may learn spells from.

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Soul Keeper (Monster)

Prerequisite: Outsider type.

Benefit: Whenever you kill a creature, you absorb its soul into your body. You gain a +1 sacred or profane bonus (chosen when taking this feat) to attack rolls and saving throws for 1 round after you kill a creature, and these bonuses are increased by 1 if the creature you killed was another outsider. In addition, if somebody attempts to resurrect a creature you killed, they must succeed at a caster level check (DC 8 + 1/2 your Hit Dice + your Charisma modifier) or else the spell fails.

Spell Jacker (Dual Sphere)

Prerequisites: Mana[TIH] sphere, Technomancy* sphere.

Benefit: Whenever you create or move a *sprite* into a creature, you may create a manabond with the creature as if you had affected them with an expunge or (manipulation). Whenever you create a manabond with a creature, you may move a *sprite* into them. A *sprite* may create or concentrate on a manabond between you and a creature that contains it in place of executing a program.

Sprite Transit (Champion)

Prerequisites: Technomancy* sphere, Tinker[UEn] sphere (at least one (gizmo) talent).

Benefit: You treat any of your gizmos that contain any of your *sprites* as if they are always within signal range. When you move a *sprite* to a new host, you may move a *routine* you have crafted from the old host into the new host alongside the *sprite*.

Still Breath (Psionic)

Prerequisite: Autohypnosis 9 ranks.

Benefit: While you maintain psionic focus, you do not need to breathe and are immune to all inhaled effects. Expending your psionic focus leaves you vulnerable to these threats yet again.

Straining Power (Metapsionic)

Benefit: To use this feat, you must expend your psionic focus. This feat can be applied only to mind-affecting powers that allow a Will save. If a target fails a Will save against the power, they take an amount of strain[SBA] damage equal to the number of power points spent on the power (not including power points spent to apply this feat). If strain is not used, the target takes an amount of damage to 1 mental ability score equal to 1/2 the number of power points spent on the power (minimum 0, not including power points spent to apply this feat). Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

Supernatural Security (Champion)

Prerequisites: Tinker[UEn] sphere (Security Measures[UEn]), magical skill bonus +3.

Benefit: The following countermeasures can be granted to a gizmo. These countermeasures can only be disabled by creatures capable of disabling magical traps.

- **Glyph Trigger (requires Protection[USoP] sphere (Glyph[USoP])):** When you create a glyph, you may set it as a countermeasure on one of your gizmos or routines. Triggering the countermeasure causes the *glyph* to activate.
- **Immediate Recall (requires Warp[USoP] sphere (Teleport Object[USoP])):** The gizmo can *teleport* to a predetermined location or into the possession of a specific target within range.

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- **Insurance Policy (requires Creation[USoP] sphere):** A specific amount of time after the gizmo destroys itself using self-destruct, you may have the gizmo reconstruct itself as if affected by your *repair ability*.
- **Telepathic Alarm (requires Tinker sphere ((transmission) package)):** The gizmo can send a telepathic message to any number of designated targets within signal range.

Swarming Psicrystal (Psionic)

Prerequisite: Psicrystal Affinity[UP], manifester level 1st.

Benefit: You add nanite swarm to the list of archetypes available to your psicrystal. Upon taking this feat you can immediately apply this archetype to your psicrystal if it qualifies.

Normal: The nanite swarm psicrystal archetype is only available to members of certain classes and archetypes.

Tear Resilience (Combat, Psionic)

Prerequisites: Str 13, Psionic Fist[UP]; or Point-Blank Shot, Psionic Shot[UP]; or Str 13, Psionic Weapon[UP].

Benefit: Whenever you deal damage to a creature who has temporary hit points while you have psionic focus, you deal additional damage equal to your base attack bonus or manifester level (whichever is higher), to a maximum equal to the number of temporary hit points the target possesses.

Technoethical Assertion

Prerequisites: Fate[USoP] sphere.

Benefit: Choose an alignment. For the purpose of your Fate sphere abilities, you may treat all robots, technological constructs, partially technological creatures such as androids[PotS] and cyborgs, and any creature wielding technological equipment or gizmos as being of that alignment.

Technologist

Benefit: You are considered to be trained in any skill used against a technology-based subject. If the skill in question requires training to use even against non-technological subjects, you must still have ranks in that skill in order to gain the benefit of Technologist.

Normal: You treat all skill checks attempted against technology as if they were untrained skill checks. This may mean that you cannot attempt certain skill checks, even if you possess ranks in the skill in question.

Transcendent Power (Metapsionic)

Benefit: To use this feat, you must spend your psionic focus. The power manifested using this feat is treated as a magic spell of no particular school for all purposes (feats, class abilities, area effects, spell resistance, etc.). This does

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not allow metamagic feats to be applied to the power. Effects that would modify your caster level for spells modify your manifester level for the power.

Transcendent Spell (Metamagic)

Benefit: The spell cast using this feat is treated as a psionic power of no particular discipline for all purposes (feats, class abilities, area effects, power resistance, etc.). This does not allow metapsionic feats to be applied to the spell. A transcendent spell uses up a spell slot one level higher than the spell's actual level. Effects that would modify your manifester level for powers modify your caster level for the spell.

Upload Summoner (Champion)

Prerequisites: Conjuration[USoP] sphere (Constructed), Tinker[UEn] sphere ((computation) package).

Benefit: When you summon a companion with the Constructed (type) talent, you may upload an AI from a storage bay or other receptacle in your possession into the companion. The companion gains the aggregate[TG] template (even if it is not a robot) alongside all of the benefits of the AI that was uploaded into it. You cannot use this ability to upload an AI whose CR exceeds your manifester level. If the companion is destroyed, the AI returns to your storage bay.

Special: If you possess the AI Summoner feat and the Mass Summons talent, you may summon an AI companion and immediately upload it into another eligible companion summoned as part of the same action.

Untiring Worker

Prerequisite: Craft (any) 5 ranks.

Benefit: When crafting items, you can work for 16 hours a day rather than 8 hours a day, enabling you to complete the item in half the normal time. You cannot spend more than 8 hours a day working on a single magic item.

Vacuous Payment

Benefit: Your supernatural abilities (excluding spellcasting, sphere abilities, initiating, veilweaving, or manifesting) work even in the area of an *antimagic field*, *null psionics field*[UP] or similar effects (such as a dead magic zone). However, each round that you keep this ability active in such an area and each time you use an instantaneous supernatural ability, you take 1 point of ability burn to each of your ability scores. This ability burn cannot be negated, prevented or redirected.

Vast Dominion

Prerequisite: Spell Focus (necromancy).

Benefit: When using the Command Undead feat, you gain the ability to control an additional number of Hit Dice of creatures equal to your caster level. When using the *animate dead* spell, you can control a number of Hit Dice of creatures equal to 5 times your caster level rather than 4 times.

Special: You may select this feat a second time, in which case you can control a number of Hit Dice of creatures equal to 6 times your caster level rather than 4 times.

Vehicle Expert

Benefit: You get a +2 bonus on all Knowledge (engineering) and Ride checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Void Focus (Psionic)

Prerequisites: Autohypnosis 4 ranks, Deep Focus[UP], Psicrystal Affinity[UP], Psionic Body[UP], manifester level 8th.

Benefit: As a swift action, you may reduce your manifester level by any amount until the end of your next turn. For every 4 by which you reduce your manifester level, you gain one additional instance of psionic focus. If you do not expend this focus before the end of your next turn, it is lost. You cannot reduce your manifester level below half your normal amount (minimum 1).

Void Power (Metapsionic)

Benefit: You may manifest a void power in any environment even where nonmagical environment abnormalities would make it impossible or cause it to immediately end, such as manifesting a fire power in the void of space. This does not allow you to overcome the magic traits of a location (such as dead magic). To use a void power, you must expend your psionic focus.

Void Spell (Metamagic)

Benefit: You may cast a void spell in any environment even where nonmagical environment abnormalities would make it impossible or cause it to immediately end, such as casting a fire spell in the void of space. This does not allow you to overcome the magic traits of a location (such as dead magic). A void spell uses up a spell slot one level higher than the spell's actual level.

Void Spirit (Monster)

Prerequisite: Outsider type.

Benefit: You gain the no breath universal monster ability and never suffer any harmful environmental effects from outer space. If you possess a fly speed as a result of a racial ability or feat, such flight abilities function normally in the vacuum of space even when they would normally require atmosphere to operate (such as wings).

Watchful Manipulator (Dual Sphere)

Prerequisites: Divination[USoP] sphere (Prying Sight[BaP] (sense)), Mind[USoP] sphere.

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Benefit: When a creature fails a saving throw against your *charm*, you may spend a spell point to also target them with the Prying Sight (sense) talent to perceive through their senses. This (sense) lasts for the duration of the *charm*.

Wide Line (Metamagic)

Benefit: When a wide line spell you cast takes the form of a line, the line extends perpendicularly so that it is considered a 15-foot-wide cylinder. For an obstacle to block the path of a line, it must block the line's full width; otherwise, the line continues (at full width) beyond the obstacle. A wide line uses up a spell slot two levels higher than the spell's actual level.

Wide Psionic Line (Metapsionic)

Benefit: To use this feat, you must expend your psionic focus. When a wide line power you manifest takes the form of a line, the line extends perpendicularly so that it is considered a 15-foot-wide cylinder. For an obstacle to block the path of a line, it must block the line's full width; otherwise, the line continues (at full width) beyond the obstacle. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

New Races

The following section contains new races prevalent in the Arcforge setting.

Cephalume Racial Traits

Cephalume have the following racial traits:

+2 Strength, +2 Wisdom, -2 Constitution: Cephalume possess great physical and sensory abilities, but their metabolism is often insecure.

Plantlike Aberration: Cephalume are aberrations with the plantlike subtype.

Size: Cephalume are Medium creatures and thus have no bonuses or penalties due to their size.

Slow Speed: Cephalume have a base speed of 10 feet. They have a swim speed of 30 feet.

Beguiling Glow (Ex): As a standard action (as long as their bioluminescence is not suppressed), a cephalume can create flickering patterns in the light emanating from their skin. Each creature within 20 feet that can see the cephalume must succeed at a Will saving throw or be fascinated for as long as the cephalume continues this presentation (a standard action each round). The DC of the saving throw is equal to 10 + 1/2 the cephalume's character level + the cephalume's Intelligence, Wisdom, or Charisma modifier, whichever is highest. A cephalume can use this ability a number of times per day equal to their Intelligence, Wisdom, or Charisma modifier, whichever is highest. Creatures that understand Lumos are unaffected.

Bioluminescence (Ex): A cephalume increases the light level by one step out to a radius of 20 feet. A cephalume can suppress or reactivate this light as a move action, and they receive a +4 racial bonus on Stealth checks when their light is suppressed. A cephalume also uses this light to communicate with others in a unique language of bioluminescence called Lumos.

Cold Resistance: Cephalume have cold resistance 5.

Darkvision: Cephalume can see perfectly in the dark for up to 60 feet.

Depth Inured (Ex): Cephalume are immune to altitude sickness and the effects of water pressure from being deep underwater.

Plantlike Defenses: For effects targeting creatures by type, cephalume count as both their type and plants (whichever type allows an ability to affect them for abilities that affect only one type, and whichever is worse for abilities that affect both types). They also receive a +2 racial bonus on saving throws against mind-affecting effects, paralysis, poison, polymorph, sleep, and stun effects, unless the effect specifies that it works against plants.

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Symbiote (Ex): Cephalumes form symbiotic unions with krikiks, a living biological augmentation unique to their race. Most cephalumes have one of the following krikik symbiotes, although other types might exist.

Airjet Krikik: The cephalume's land and swim speeds increase by 10 feet. Once per day as a swift action, the cephalume can double their movement speed for that round.

Deepdweller Krikik: The cephalume gains the aquatic subtype but can survive indefinitely on land.

Electrostatic Krikik: The cephalume deals 2 additional points of electricity damage with its melee attacks.

Psionic Krikik (Su): Cephalume with this krikik gain Wild Talent[UP] as a bonus feat at 1st level and can choose to gain an additional power point instead of a hit point or skill point when gaining a level in a favored class. If a cephalume takes levels in a psionic class, they gain the Psionic Talent[UP] feat in place of Wild Talent.

Sharprock Krikik: The cephalume gains a +1 natural armor bonus to AC.

Siltsight Krikik: The cephalume doubles the range of their darkvision and can see through non-magical fog, mist, and clouds without penalty, ignoring any cover or concealment bonuses from those effects.

Soulvessel Krikik (Su): Cephalume with this krikik gain a +2 bonus on saving throws against necromancy and death effects and take no penalties from negative levels (they still die when their number of negative levels exceeds their character level).

Talented Krikik (Ex): Cephalume with this krikik gain Skill Focus with any skill of their choice as a bonus feat.

Tentacle Krikik: The krikik has a prehensile tentacle that can be used to carry items. While they cannot wield weapons with this tentacle, the cephalume can use it to retrieve small, stowed objects carried on their person as a swift action.

Languages: Cephalume begin play speaking Common and Lumos, a language with no audible components spoken through the flashing of their bioluminescence which can be interpreted by any other fluent creature within 60 feet. Cephalume with a high intelligence score can learn any languages as bonus languages, save for secret languages such as Druidic.

Kalo Racial Traits

Kalo have the following racial traits:

+2 Dexterity, +2 Wisdom, -2 Constitution: Kalo tend towards maneuverability and situational awareness to compensate for their light frames.

Monstrous Humanoid: Kalo are monstrous humanoids with the aquatic subtype, meaning they require water to breathe.

Size: Kalo are Medium creatures and thus have no bonuses or penalties due to their size.

Slow Speed: Kalo have a base speed of 20 feet. They have a swim speed of 30 feet.

Cold Resistance: Kalo have resist 5 cold.

Darkvision: Kalo can see perfectly in the dark up to 60 feet.

Kalo Sonar: While in water, kalo gain blindsense (Echosense[SoO]) out to 60 feet. At 5th level, this blindsense functions outside of water as well as in water. At 10th level, this improves to blindsight (Echosight[SoO]).

Low-Light Vision: Kalo have low-light vision allowing them to see twice as far as humans in conditions of dim light.

Stealthy Swimmers (Ex): Kalo gain a +4 bonus on Stealth checks when in water.

Languages: Kalo begin play speaking Aquan. Kalo with a high Intelligence score can learn any languages as bonus languages, save for secret languages such as Druidic. Optionally, you may have Kalo begin also speaking Common instead of Aquan.

Shimreen Racial Traits

Shimreen have the following racial traits:

+2 Dexterity, +2 Intelligence, -2 Wisdom: Shimreen are tenacious and clever but often rely on their training at the expense of their observational skills.

Humanoid: Shimreen are humanoids with the shimreen subtype.

Medium: Shimreen are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Shimreen have a base speed of 30 feet.

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Amplify (Su): Whenever a shimreen takes energy damage, they can channel that energy through their body. As a swift action, if the shimreen has taken acid, cold, electricity, fire, sonic, positive energy, or negative energy damage within the last minute, the shimreen may envelop themselves in an aura of amplified energy, causing all of their melee attacks to deal 2 additional point of a damage type they have taken for 1 minute.

Energy Resistance: Shimreens have resistance 5 to one of the following energy types, chosen at 1st level: acid, cold, electricity, fire, sonic, negative energy, or positive energy.

Radiant (Su): A shimreen constantly emits dim, normal, or bright light in a 5-foot radius and is immune to the dazzled condition. A shimreen can adjust their current level of light as a move action, but they cannot extinguish it.

Shift Limb (Ex): As a swift action, a shimreen can transform one of their hands into a one-handed or light melee weapon they are proficient in, wielding it with their transformed hand. A shifted limb weapon cannot be disarmed, dropped, or thrown. The shifted limb is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. The shimreen loses other uses of this limb and may take skill check penalties as a result but may return their shifted limb weapon to its original shape as a swift action. The shimreen retains any enhancements on the shifted limb while it is transformed back into a limb, although these enhancements cease to function until the limb returns to its weapon form. A shifted limb weapon may be damaged and sundered as normal, with destruction causing it to revert to a normal hand.

Languages: Shimreen begin play speaking Common. Shimreen with a high Intelligence score can learn any languages as bonus languages, save for secret languages such as Druidic.

Shirren Racial Traits

Shirren have the following racial traits:

+2 Constitution, +2 Wisdom, -2 Charisma: Shirren are perceptive and durable but end up being off-putting due to their disconnect from conventional social structures.

Insectoid Humanoid: Shirren are humanoids with the insectoid subtype.

Medium: Shirren are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Shirren have a base speed of 30 feet.

Blindsense (Ex): Shirren gain blindsense (Echosense[SoO]) out to 5 feet. This improves to 30 feet at 5th level.

Communalism (Ex): Shirren excel at cooperating with others. Once per day, as long as an ally is within 10 feet, a shirren can roll a single attack roll or skill check twice and take the higher result.

Gifted Linguist: Shirren receive a +2 bonus on Linguistics checks and can select two languages every time they gain a rank in Linguistics rather than 1.

Limited Telepathy (Su): A shirren is able to mentally communicate with any creature within 30 feet with whom he shares a language. Otherwise, this ability is identical to the telepathy ability.

Languages: Shirren begin play speaking Common and Shirren. Shirren with a high Intelligence score can learn any languages as bonus languages, save for secret languages such as Druidic.

Vesk Racial Traits

Vesk have the following racial traits:

+2 Strength, +2 Constitution, -2 Intelligence: Vesk are powerful and hearty creatures, often favoring these skills at the expense of reasoning.

Reptilian Humanoid: Vesk are humanoids with the reptilian subtype.

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Medium: Vesk are Medium creatures and have no bonuses of penalties due to their size.

Normal Speed: Vesk have a base speed of 30 feet.

Armor Savant (Ex): When wearing armor, vesk gain a +1 racial bonus to AC. When they are wearing heavy armor, their armor check penalty is 1 less than normal.

Fearless (Ex): Vesk gain a +2 racial bonus on saving throws against fear effects.

Low-light Vision: Vesk can see twice as far as humans in dim light.

Martial Savant: Vesk gain Improved Unarmed Strike as a bonus feat at 1st level.

Languages: Vesk begin play speaking Draconic. Vesk with a high Intelligence score can choose the following languages as bonus languages: Aklo, Common, Dwarven, Giant, Orc, and Undercommon. Optionally, you may have Vesk begin also speaking Common instead of Draconic.

Alternate Racial Traits

The following racial traits provide additional options for existing races present in the Arcforge setting.

Aasimar[ARG] Alternate Racial Traits

Media Darling: Aasimar are often used to a great deal of attention and can handle social situations quite comfortably. Aasimar with this racial trait gain the ability to take 10 on Diplomacy checks to improve a creature's attitude. This racial trait replaces celestial resistances.

Psiborn: Many aasimar are sired from psionic influences and hence are skilled with psionics. Aasimar with this racial trait gain Wild Talent[UP] as a bonus feat and can gain a bonus power point in place of a hit point or skill point whenever they take a level in a favored class. If an aasimar takes levels in a psionic class, they gain the Psionic Talent[UP] feat in place of Wild Talent. This racial trait replaces fiendish sorcery.

Psi-Like Ability: Psionic aasimar have emerged as a result of many different experiments, resulting in inconsistent powers. Aasimar with this racial trait gain a single 2nd-level power from the psion/wilder power list as a 1/day psi-like ability. The manifester level for this effect is equal to 1/2 the aasimar's level (minimum 3rd) and any effects are Charisma-based. This racial trait replaces spell-like ability.

AndroidPotS Alternate Racial Traits

Advisor: Some androids possess advanced strategic minds in more cumbersome bodies. Androids with this racial trait gain +2 Intelligence, +2 Wisdom, and –2 Dexterity. This racial trait replaces the typical ability score modifiers of androids.

Akashic Insights: Certain androids learn to augment their studies with akasha. Androids with this racial trait are always considered to have the Collar of Skilled Instruction[AM] veil shaped, and do not count it against their total veils shaped or their veil slots. They may invest essence in it normally. Androids with this racial trait gain the akashic subtype and start play with one additional point of essence. This racial trait replaces exceptional senses and nanite surge.

Amici: While androids are known for being cold or emotionless, dedicated engineers have found ways to bypass this, creating artificial entities that are comely and sensible. Androids with this racial trait gain Wisdom, +2 Charisma, and -2 Strength. This racial trait replaces the typical ability score modifiers of androids.

Cold Discipline: Programmed not to empathize with pain, military Androids get used to brutalizing vulnerable foes. An android with this racial trait receives a +1 bonus on damage rolls against creatures who are flat-footed. This racial trait replaces alert.

Compact: Some androids are designed to resemble children or smaller creatures. The android's size changes to Small, and it gains a +2 bonus to Dexterity while taking a -2 penalty to Strength. In addition, the android's speed is reduced to 20 feet. This racial trait replaces the android's normal size and speed.

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Mimic Form: Androids with this racial trait gain a +8 racial bonus on Disguise checks to appear as creatures of one other race, chosen at their creation. If using the alternate Disguise modifiers[SoG], androids with this racial trait ignore penalties to Disguise for different body types and gain a +8 racial bonus on Disguise checks to change their voice, accent, or mannerisms. This racial trait replaces exceptional senses.

Psionic Craft: Some androids are built using psionic methods rather than nanite-centered ones, and so they possess several unusual abilities. Choose one piece of psibertech*. The android starts life with this piece's basic augmentation. In addition, the android gains Wild Talent as a bonus feat and can choose to gain an additional power point instead of a hit point or skill point when he takes a level in a favored class. This racial trait replaces nanite surge.

Tenacity: Many androids lack the nanitic abilities of their kin but compensate for this with advanced learning abilities. These androids receive a bonus feat of their choice at 1st level that they meet the prerequisites for. This racial trait replaces nanite surge and alert.

Blue[UP] Alternate Racial Traits

Well-Studied: Some blues are particularly inclined towards the sciences both base and esoteric, gaining a +2 racial bonus on Knowledge (arcana), Knowledge (engineering), and Knowledge (nature) checks. This racial trait replaces keen senses and stealthy.

Cephalume* Alternate Racial Traits

Chronicler: Cephalume who explore their ancient and enigmatic history often acquire positions of leadership and respect. Cephalume with this racial trait gain a +2 Intelligence, +2 Charisma, -2 Dexterity. This racial trait replaces the Cephalume's normal ability score modifiers.

Secondary Symbiote (Ex): Cephalume with this racial trait may select an additional symbiote besides the one they already possess. They may not select the same symbiote twice. This racial trait replaces beguiling glow.

Dromite[UP] Alternate Racial Traits

Communalism (Ex): Once per day, as long as an ally is within 10 feet, a dromite can roll a single attack roll or skill check twice and take the higher result. This racial trait replaces compound eyes.

Telepathic Perceptions (Su): Dromites can communicate telepathically with any creature within 30 feet with whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speak. At 5th level, dromites gain blindsense (thoughtsense, as the Advanced Alternate Divinations[SoO] talent from the Divination sphere) out to 30 feet. This racial trait replaces scent.

Drow[ARG] Alternate Racial Traits

Draw Attention (Ex): Some drow excel at diverting the eyes of foes. Drow with this racial trait gain a +2 racial bonus on Bluff and Intimidate checks. This racial trait replaces poison use.

Greaser (Ex): Many drow are skilled at tinkering with machinery, gaining a +2 bonus on Knowledge (engineering) and Ride checks. This racial trait replaces poison use.

Qlippoth-Formed (Su): Rather than magical mutations, some drow acquired psionic abilities. Drow with this trait can use the following psi-like abilities 1/day: *control sound*[UP], *far hand*[UP], and *synesthete*[UP] (manifester level equal to 1/2 the Drow's character level, minimum 1). The save DCs are Charisma-based. This racial trait replaces spell-like abilities.

Duergar[UP] Alternate Racial Traits

Gregarious: Duergar are notoriously persistent and forceful debaters. Duergar with this trait gain a +2 racial bonus on Diplomacy and Intimidate checks, and these skills are always class skills for them. This racial trait replaces stability.

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Razorback: Some duergar's psionic powers granted them the ability to change their forms in various ways, with many of these alterations being weaponized. Duergar with this racial trait gain the ability to use *minor metamorphosis*[UP] as a psi-like ability 1/day with a manifester level equal to 1/2 their character level (minimum 1), and receive a +1 bonus to manifester level when manifesting any powers that create natural weapons (this includes *minor metamorphosis* if it creates a weapon as well as the *graft weapon*[UP] power). This racial trait replaces psi-like abilities.

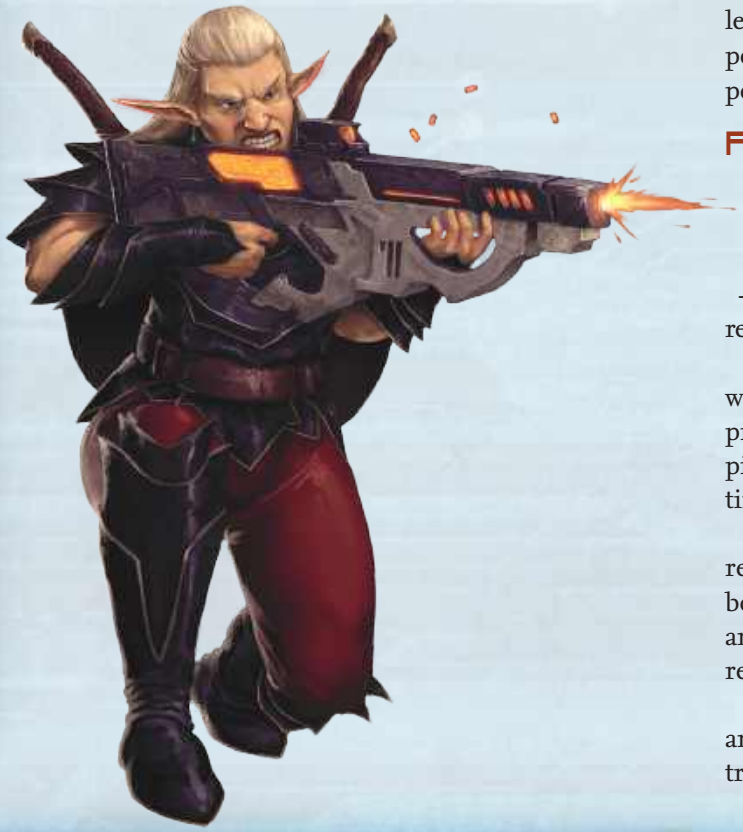
Dwarf Alternate Racial Traits

Indefatigable (Ex): Dwarves can deal with constant punishment with minimal concern. A dwarf with this racial trait gains DR/- equal to their character level against nonlethal damage. This racial trait replaces weapon familiarity.

Qlippoth Fighter (Ex): Dwarves with this racial trait were specially designed cyborg soldiers created for the Qlippoth War. They receive a +2 bonus on saving throws against psionic powers, psi-like abilities, and mind-affecting effects. In addition, they receive the akashic subtype and gain an additional point of essence at 1st level. This racial trait replaces hardy and hatred but counts as hardy for all purposes.

Elan[UP] Alternate Racial Traits

Physical Conditioning: Elans have often been forced into dangerous situations, their bodies learning to deal with harsh environments. Elans with this racial trait gain Endurance as a bonus feat. This racial trait replaces resilience.



Elf Alternate Racial Traits

Psionic Adept (Su): Younger elves are often augmented with psionic enhancements. Elves with this racial trait gain Wild Talent[UP] as a bonus feat and can gain a bonus power point in place of a hit point or skill point whenever they take a level in a favored class. If an elf takes levels in a psionic class, they gain the Psionic Talent[UP] feat in place of Wild Talent. This racial trait replaces elven magic.

Synth-Killer (Ex): Hatred for the artificial claimants of Estaria burns bright in the minds of many Elves. Elves with this racial trait gain a +1 racial bonus on attack rolls against constructs and ignore the first 2 points of hardness or damage reduction when attacking such creatures. This racial trait is considered the hatred racial trait for the purpose of meeting prerequisites and replaces keen senses and low-light vision.

Faunic Alternate Racial Traits

The following alternate racial trait can be selected by catfolk[ARG], gamla[AM], kitsune[ARG], ratfolk[ARG], sobek[AM], suqur[AM], tengu[ARG], and other races at GM discretion.

Faunic Shift: Many advanced faunic can assume the form of whatever animals they are based on, such as a Kitsune assuming the shape of a fox, a tengu the shape of a crow, or a ratfolk the shape of a rat. This functions as *beast shape II*, save that it can only be used to assume a specific form corresponding to the character's race. This ability can be used 3/day with a caster level equal to the character's level. This racial trait replaces any one racial trait the race possesses which grant bonuses on skill checks or the bonus point of essence gained as a racial trait.

Forgeborn[UP] Alternate Racial Traits

Champion: When deciding upon the perfect soldier, it is common for many to look towards inspiration rather than martial skill. Forgeborn with this racial trait gain +2 Constitution, +2 Charisma, -2 Intelligence. This racial trait replaces the normal forgeborn ability score adjustments.

Forged Combatant: Some forgeborn are built with weapons integrated into their form. They possess a single primary natural attack which deals 1d6 points of either piercing, slashing, or bludgeoning damage, chosen at the time of creation. This racial trait replaces natural armor.

Incredible Resolve: Forgeborn can be incredibly receptive to positive feedback loops. The forgeborn's bonuses to saving throws vs. fear, exhaustion, fatigue, and mind-affecting effects increases by 1. This racial trait replaces naturally psionic and psionic aptitude.

Lorekeeper: Certain forgeborn possess perfect recall and can invoke any sort of information with ease. They treat all Knowledge skills as class skills and can take 10 on

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a single Knowledge skill of their choice. This racial trait replaces natural armor.

Processor: Certain forgeborn are designed to favor memory and learning rather than physical mastery. Forgeborn with this racial trait gain +4 Intelligence, -2 Dexterity, -2 Constitution. They possess a movement speed of 20 feet. This racial trait replaces the normal forgeborn ability score adjustments as well as slow and steady.

Psibertech Entity: Many forgeborn are implanted with sophisticated attachments which can be upgraded. Choose one piece of psibertech*. The forgeborn starts life with this piece's basic augmentation. This racial trait replaces fearless.

Gillmen[ARG] Alternate Racial Traits

Sea Psyker: Some gillmen are enhanced by their aboleth creators with psionic abilities. Gillmen with this racial trait gain the following psi-like abilities: constant-*synesthete*[UP], 1/day-*vigor*[UP] (ML equal to 1/2 the gillman's character level, minimum 1). This racial trait replaces amphibious.

Gnome Alternate Racial Traits

Scholar: Some gnomes are less personable but possess uncanny capacity for information. Gnomes with this racial trait gain +2 Constitution, +2 Intelligence, -2 Strength. This racial trait replaces the normal gnome ability score adjustments.

Intuitive: Gnomes are generally handy with any task they put their mind to, including those they have no experience with. Gnomes with this racial trait receive a +2 racial bonus on all untrained skill checks. This racial trait replaces keen senses and obsessive.

Goblin[ARG] Alternate Racial Traits

Swift Fingers: Goblins are often able to rapidly sort through their person to find what they need. A goblin with this racial trait gains Quick Draw as a bonus feat. This racial trait replaces skilled.

Halfling Alternate Racial Traits

Resilient Cynic: Halflings with this racial trait have developed a resistance to magical and technological effects, gaining SR and PR equal to 5 + their character level. They may lower or reactivate these defenses as a standard action. This racial trait replaces halfling luck.

Half-Elf Alternate Racial Traits

Dedicated: Certain half-elves have certain routines and ideas drilled into them from a young age, but this does not stop them from developing complex and varied understanding. A half-elf with this racial trait can only choose one favored class but gains two different favored class bonuses from it each time they take a level.

For example, a half-elf wizard with this racial trait could choose to gain both 1 hit point and 1 skill point, 1 hit point and a +1/3 bonus to the caster level of enchantment spells, or some other combination of abilities.

This racial trait replaces multitalented.

Half-Orc Alternate Racial Traits

Pass for Human: Some half-orcs are capable of concealing their orc heritage. They receive a +8 bonus on Disguise checks to appear human. If using the alternate Disguise modifiers[SoG], half-orcs with this racial trait ignore penalties to Disguise for different body types and gain a +8 racial bonus on Disguise checks to change their voice, accent, or mannerisms. This racial trait replaces intimidating.

Hobgoblin[ARG] Alternate Racial Traits

Fallout Survivor: The oldest hobgoblins crawled out of the intense bombing which marred Dorukalad, passing on their hyper-resilient genes to their children. Hobgoblins with this racial trait are immune to the negative effects of radiation[TG], but their movement speed is reduced from 30 feet to 20 feet.

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Judow[CoTS] Alternate Racial Traits

Altered Emotions: Judow minds function in odd ways, making them resistant to mental effects. Judow with this racial trait gain a +2 racial bonus on saving throws against fear and emotion effects. This racial trait replaces artai eyes.

Psi-like Ability: Some judow are reconstructed with innate psionic abilities. Judow with this racial trait gain a single 2nd-level power from the psion/wilder power list[UP] as a 1/day psi-like ability. The manifester level for this effect is equal to 1/2 the judow's level (minimum 3rd) and any effects are Charisma-based. This racial trait replaces nocturne gaze.

Kalo* Alternate Racial Traits

Deepdweller (Ex): Some kalo have ventured into deeper regions of Zelen's ocean, adapting their forms to the great pressures below. Such kalo are immune to the effects of water pressure from being deep underwater but gain the light sensitivity universal monster ability.

Resolution (Ex): Kalo are often difficult to sway, possessing strongly held beliefs. Kalo with this racial trait gain Iron Will as a bonus feat. This racial trait replaces stealthy swimmer.

Seabound: A few kalo are better adapted to the open ocean. Kalo with this racial trait have a land speed of 5 feet and a swim speed of 50 feet.

Seasinger: A kalo with this racial trait gains a +2 racial bonus on Perform (sing) checks and a +1 racial bonus to the save DC of language-dependent spells. This racial trait replaces low-light vision.

Stormwracked: Some kalo dwell in the stormier regions of Zelen, developing distinct physicalities and mindsets as a result. Rather than their normal racial modifiers, kalo with this racial trait gain +2 Constitution, +2 Charisma, -2 Intelligence. This racial trait replaces the normal kalo ability score adjustments.

Unexpected Ally: Kalo with this racial trait gain a +2 bonus on Diplomacy checks to influence a creature's attitude. In addition, kalo with this racial trait gain a +1 racial bonus on checks to perform the aid another action. This racial trait replaces low-light vision.

Kobold[ARG] Alternate Racial Traits

Lorekeeper: Some kobolds are part of ancient dynasties spanning back to Vandara's origin, and so have learned much about their world. They receive a +2 bonus on Knowledge (arcana), Knowledge (dungeoneering), and Knowledge (nature) checks. This racial trait replaces crafty.

Lashunta[PotS] Alternate Racial Traits

Psychic Supremacy: Lashunta with this racial trait increase the DCs of all of their mind-affecting abilities by 1. This racial trait replaces lashunta magic.

The Last in Line: Some lashunta were created with a more human strain to their mentality, acquiring enhanced adaptability. Lashunta with this racial trait gain an additional feat at 1st level that they must meet the prerequisites for. This racial trait replaces lashunta magic.

Maenad[UP] Alternate Racial Traits

Reckless Outburst: Some maenads do not have a psionic component to their outburst and can utilize it more frequently to augment their resilience. Maenads with this racial trait gain the Berserker[SoM] sphere as a bonus sphere. This racial trait replaces outburst and inner rage.

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Small Size: Not all maenads come from humans. Maenads with this racial trait are Small rather than Medium, gaining a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMB and to CMD, and a +4 size bonus on Stealth checks. This ability modifies the maenad's size.

Variable Outburst: Reliance on instinct can increase a maenad's durability or agility. Maenads with this racial trait choose either Constitution or Dexterity when you select this racial trait. Their outburst increases the chosen ability score rather than Strength. This ability modifies outburst.

Veteran Spacefarers (Ex): Maenads are accustomed to the rigors of space travel, gaining a +2 racial bonus on Fly and Knowledge (engineering) checks. In addition, the maenad gains a +2 racial bonus to their CMD. This racial trait replaces natural sailors and weapon familiarity.

Void Survivor (Su): Maenads with this racial trait can go 1 hour without breathing and can exist in a vacuum without suffering the associated environmental effects. When in a vacuum, they automatically grow wings made from psionic energy that grant them a supernatural fly speed of 60 feet (average maneuverability) but that work only in a vacuum. This racial trait replaces maenad psionics and sonic affinity.

Nagaji[ARG] Alternate Racial Traits

Spellblooded: Nagaji sorcerers with the aberrant or serpentine[APG] bloodline treat their Charisma score as 2 points higher for all sorcerer class abilities. This racial trait replaces serpent's sense.

Noral[UP] Alternate Racial Traits

Akashic Interfacer: Some norals take their symbiotic augmentations further with akashic upgrades. Norals with this racial trait lose the psionic subtype but gain the akashic subtype. The noral starts play with 1 bonus essence point and may invest essence in their symbiotic surge ability, gaining an additional use per day for each point of essence invested and increasing the bonus by 1 for each point of essence invested. This racial trait replaces naturally psionic, noral psionics, and psionic aptitude and modifies symbiotic resistance.

Contemplative: Heavily augmented norals are conscientious and scholarly, but they are not always the most socially aware due to constant communication with their interface. Norals with this racial trait gain +2 Intelligence, +2 Wisdom, and –2 Charisma. This racial trait replaces the typical ability score modifiers of norals.

Cybernetic Tolerance: Some norals have adapted to extensive cybernetic modification. Norals with this racial trait increase their maximum implantation value by 1/2 their character level (minimum 1) and decrease the Heal DC for installing cybertech[TG] within them by 10. This racial trait replaces symbiotic surge.

Projection of Disconcert: Some norals produce a palpable field of psionic fear as a result of their symbiote. They receive a +2 bonus on Intimidate checks and increase the DC of any fear effects they create by +1. This racial trait replaces symbiotic surge.

Psibertech Mastery: Cybernetic norals often see their mechanical modifications grow alongside them. Choose one piece of psibertech*. The noral starts with this piece's basic augmentation, and treats their manifester level as 1 higher for the purpose of all psibertech and for meeting the prerequisites for psibertech. This racial trait replaces symbiotic resistance.

Psiborg: Norals who rely heavily on cybernetics are durable and calculating, but not particularly aware, relying mostly upon their augmentations to get by. Norals with this racial trait gain +2 Constitution, +2 Intelligence, -2 Wisdom. This racial trait replaces the typical ability score modifiers of norals.

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Ophiduan[UP] Alternate Racial Traits

Magic-Spurned: Ophiduan are often inept at magic but are also resistant to its effects. Ophiduan with this racial trait take a -4 penalty on caster level checks and Use Magic Device checks but gain spell resistance equal to 5 + their character level. This racial trait replaces poison resistance and scaled hide.

Orc[ARG] Alternate Racial Traits

Pliable: Some orcs are conditioned to easily accept orders and take a -1 penalty on saving throws against mind-affecting effects. This racial trait replaces light sensitivity.

Shimreen* Alternate Racial Traits

Flexible Talents: Shimreen with this racial trait gain a +2 bonus to a single ability score of their choice. This racial trait replaces the typical ability score modifiers of shimreen.

Godfoe: Shimreen are accustomed to dealing with hostile outsiders, gaining a +2 bonus on all saving throws against the abilities of outsiders (including spells). This racial trait replaces energy resistance.

Psionic Aptitude: Shimreen with this racial trait gain Wild Talent[UP] as a bonus feat and can gain a bonus power point in place of a hit point or skill point whenever they take a level in a favored class. If a shimreen takes levels in a psionic class, they gain the Psionic Talent[UP] feat in place of Wild Talent. This racial trait replaces amplify.

Utility Limb: Certain shimreen can shift their limbs into complex tools, allowing them to attempt Craft and Disable Device checks as if they always had the proper equipment and masterwork tools for these skills. This racial trait grants the +2 circumstance bonus on these checks from having masterwork tools. This racial trait replaces shift limb.

Shirren* Alternate Racial Traits

Courtier: Courtier shirrens possess sharp wits and an instinctive understanding of personal power dynamics. Shirren with this racial trait gain +2 Intelligence, +2 Charisma, and –2 Strength. This racial trait replaces the typical ability score modifiers of shirren.

Cultural Assimilation: Many shirrens learn new ideas voraciously, making them skilled at blending into other cultures. Shirrens with this trait gain a +2 racial bonus on Disguise and Knowledge (history) checks. This racial trait replaces gifted linguist.

Cultural Fascination: Shirrens are often eager to learn about new cultures and societies. Shirrens receive a +2 racial bonus on Knowledge (local) and Diplomacy checks. This racial trait replaces communalism.

Dextrous Limbs (Ex): The lesser appendages of some shirrens are as effective as a hand at manipulating objects, which allows them to wield and hold up to four hands' worth of weapons and equipment. This racial trait replaces blindsense and communalism.

Hive Defense: Shirrens often deeply value friends and constantly look out for these companions. Once per day, when an ally within 10 feet of a shirren with this trait attempts a saving throw, as an immediate action, the shirren can allow that ally to roll their saving throw twice and use the higher result. This racial trait replaces communalism.

Individual Obsession: Shirrens delight in individuality and experience a rush whenever they exercise their free will. This has led to many shirrens developing an obsession that stems from their personal tastes and choices. Shirrens with this trait choose one skill at 1st level. The chosen skill becomes a class skill for them, and they gain a +2 racial bonus on checks with that skill.

If the chosen skill is already a class skill at 1st level, they instead gain 1 additional skill rank at each level that must be invested into the chosen skill. Shirrens who gain the chosen skill as a class skill after 1st level do not gain these additional skill ranks.

This racial trait replaces gifted linguist.

Jumper (Ex): Some shirren have been engineered with superior legs, granting them a +2 racial bonus on Acrobatics and Climb checks. Shirren with this racial trait are always considered to have a running start when jumping. This racial trait replaces communalism.

Natural Weaponry (Ex): Shirren with this racial trait gain a bite attack as a primary natural attack which deals 1d6 points of damage. This racial trait replaces communalism.

Scout: Scout shirren have light frames, making them less resilient than other members of their species. Shirren with this racial trait gain +2 Dexterity, +2 Intelligence, and –2 Constitution. This racial trait replaces the typical ability score modifiers of shirren.

Worker: Worker shirrens demonstrate physical strength otherwise uncommon among their kind. Their expendability manifests in a lack of the natural insight and durability found in other shirrens. Shirren with this racial trait gain +2 Strength, +2 Dexterity, and –2 Charisma. This racial trait replaces the typical ability score modifiers of shirren.

Svirfneblin[ARG] Alternate Racial Traits

Svirfneblin Psionics: Svirfneblin gain a +1 bonus on the DCs of all telepathy powers they manifest and can use the following psi-like abilities: Constant *detect hostile intent*[UP], *sense minds*[UP], 1/day *aversion*[UP], *read thoughts*[UP]. The manifester level is equal to 1/2 the svirfneblin's character level (minimum 3), and the save DCs are charisma-based. This racial trait replaces svirfneblin magic.

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Tiefling[ARG] Alternate Racial Traits

Psiborn: Many tieflings are sired from psionic influences and hence are skilled with psionics. Tieflings with this racial trait gain Wild Talent[UP] as a bonus feat and can gain a bonus power point in place of a hit point or skill point whenever they take a level in a favored class. If a tiefling takes levels in a psionic class, they gain the Psionic Talent[UP] feat in place of Wild Talent. This racial trait replaces fiendish sorcery.

Psi-Like Ability: Psionic tieflings are immensely versatile and variable, owing to the alien forces that empower them. Tieflings with this racial trait gain a single 2nd-level power from the psion/ wilder power list[UP] as a 1/day psi-like ability. The manifester level for this effect is equal to 1/2 the tiefling's level (minimum 3rd) and any effects are Charisma-based. This racial trait replaces spell-like ability.

Trox[ARG] Alternate Racial Traits

Telepathic Guard (Su): Trox can communicate telepathically with any creature within 30 feet with whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speak. So long as the trox is aware of a creature, that creature cannot flank any creature within 30 feet of the trox. This racial trait replaces frenzy.

Vesk* Alternate Racial Traits

Brawny: Many vesk take pride in being as physically fit as possible. They gain a +2 racial bonus on Acrobatics, Climb, and Swim checks. This racial trait replaces fearless.

Cavedweller: Some vesk settle deep underground, adapting to the darkness and treacherous terrain. Vesk with this racial trait gain +2 Dexterity, +2 Wisdom, –2 Charisma. This racial trait replaces the typical ability score modifiers of vesk.

Cave Senses: Vesk who grew up underground in twisted caverns have more sensitive hearing. Vesk with this racial trait gain blindsense (Echosense[SoO]) out to 30 feet which improves to blindsense (echosense) 60 feet at 5th level and blindsight (Echosight[SoO]) at 10th level. Vesk with this racial trait take a –4 penalty to sight-based Perception checks beyond 60 feet and take a –2 penalty on ranged attack rolls against targets beyond 60 feet in bright light. This racial trait replaces low-light vision.

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Draconic Emulator: The vesk of Xial oftentimes learn to project themselves to match the potency of the ancient reptilian creatures of their home moon. Vesk with this racial trait gain +2 Strength, +2 Charisma, –2 Intelligence. This racial trait replaces the typical ability score modifiers of vesk.

Expanded Lung Capacity: Some vesk have extraordinary lung capacity. Vesk with this racial trait can hold their breath for 10 times the normal duration, and they can begin to hold their breath as a purely defensive reaction whenever they are submerged underwater, enter a vacuum, or would otherwise begin suffocating or inhaling a substance they suspect to be harmful. This racial trait replaces armor savant.

Forceful Mind: Some vesk fight via means other than weapons. Vesk with this racial trait gain either Psionic Endowment[UP], Psionic Talent[UP], Spell Focus, Sphere Focus[USoP], or Wild Talent[UP] as a bonus feat. This racial trait replaces martial savant.

Frilled: Some vesk have particularly elaborate bone spikes on their heads, giving them an especially fearsome appearance. These vesk gain a +2 racial bonus on Diplomacy and Intimidate checks. This racial trait replaces armor savant.

Mighty Jaws: Vesk with this racial trait gain a bite attack as a primary natural attack which deals 1d6 points of damage. This racial trait replaces martial savant.

Observant: Some vesk learn to watch their environment and other creatures around them for signs of danger. Vesk with this racial trait gain a +2 racial bonus on Perception and Sense Motive checks. This racial trait replaces fearless.

Prehensile Tail: Occasionally vesk are born with long, flexible tails that can be used to carry items. While they cannot wield weapons with their tails, they can use them to retrieve small, stowed objects carried on their persons as a swift action. This racial trait replaces martial savant.

Starwalker: Vesk are the most common gherigo outside of Aurin by far, and many of these communities have developed unique adaptations from living on moons such as Xial. Vesk with this racial trait gain +2 Dexterity, +2 Intelligence, –2 Strength. This racial trait replaces the typical ability score modifiers of vesk.

Venomthought: Venomthought are a unique gherigo variety first discovered on Xial, thought to combine elements of all gherigo types native to Vandara. Vesk with this racial trait gain +2 Wisdom, +2 Charisma, –2 Constitution. This racial trait replaces the typical ability score modifiers of vesk.

Vesk Venom: A number of times per day equal to their Constitution modifier (minimum 1/day), a vesk can envenom a weapon that he wields with toxic saliva. Applying venom in this way is a swift action. This racial trait replaces armor savant and fearless.

Vesk Venom: Injury; save Fort DC 10 + 1/2 the vesk's Hit Dice + the vesk's Constitution modifier; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save.

Warblood: In recent generations, some vesk have shifted in their training and mentality to emulate the modernized militaries of Cidalac and Taurn. Vesk with this racial trait gain +2 Strength, +2 Dexterity, –2 Charisma. This racial trait replaces the typical ability score modifiers of vesk.

Wayang[ARG] Alternate Racial Traits

Wayang Psionics: Wayangs receive a +1 bonus to manifester level for any powers with the network[UP] descriptor. In addition, they can use the following psi-like abilities 1/day-*empathic transfer*[UP], *lesser fortify*[UP], and *missive*[UP]. The manifester level is equal to 1/2 the wayang's character level (minimum 3), and the save DCs are charisma-based. This racial trait replaces shadow magic.

Wheeltouched Alternate Racial Traits

The following alternate racial trait can be selected by fetchlings[ARG], ifrits[ARG], oreads[ARG], suli[ARG], sylphs[ARG], and undines[ARG].

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Disciple of Ancient Magics: Many wheeltouched carry ancient traditions of magic in their family, gaining a +2 bonus on Knowledge (planes) checks and caster level checks attempted to bypass spell resistance. This racial trait replaces energy resistance for sylphs, undines, ifrits, and oreads, skilled for fetchlings, and negotiator for suli.

Wulfkin[BF] Alternate Racial Traits

Pack Hunter: Wulfkin with this trait excel at working in groups and receive a bonus teamwork feat[APG] of their choice at 1st level. They must meet the prerequisites for this feat. This racial trait replaces winter breath.

Enhanced Racial Traits

Cybernetic and psionic enhancement is commonplace across the Aurin system, and beings of all backgrounds have found ways to technologically upgrade their forms. Each trait lists a generic racial trait that it could easily replace.

Akashic Connection (Su): Characters with this racial trait have a natural connection to the power of akasha and start play with 1 bonus essence point in their pool. They can invest essence into any of their skills, gaining a +1 insight bonus on skill checks with that skill for each point of essence invested in it. It is possible for a character with this trait to invest essence into multiple different skills. This can replace any racial trait which grants a +2 bonus on at least two different skills.

Power Resistance: The character may replace any spell resistance they possess from a racial ability with an equal amount of power resistance, subject to the same restrictions as spell resistance (such as only applying against effects with specific descriptors).

Psi-like Ability (Ps): The character may replace any spell-like abilities they possess with powers of equal level from the psion/wilder power list[UP] (maximum 2nd level), useable as psi-like abilities with the same frequency of the spell-like abilities they replaced (using the power's psion/wilder level to determine the level of the psi-like ability). The manifester level for these psi-like abilities is equal to 1/2 the character's level (or the minimum manifester level needed to manifest the power, whichever is higher) and any psi-like abilities are Charisma-based.

Psibertech Enhancement: The character gains the base augmentation of a single piece of psibertech* of their choice. This can replace any racial trait which grants a bonus feat or gives a natural armor bonus to AC.

Psionic Connection (Su): Characters with this racial trait gain Wild Talent[UP] as a bonus feat and can choose to gain an additional power point instead of a hit point or skill point when they take a level in a favored class. If the character takes a level in a psionic class, they may exchange the Wild Talent feat for the Psionic TalentUP feat. This can replace any racial trait which grants limited telepathy or that causes a character to treat one of their ability scores as higher for the purpose of a certain class ability.

Sphere Aptitude (Su): The character overflows with esoteric power. The character gains Extra Spell Points[USoP] as a bonus feat. This can replace any racial trait which grants a special favored class bonus (such as psionic aptitude) or any racial trait that grants a +2 bonus on at least one skill. Alternatively, a character can replace any ability which can be replaced by psionic connection with sphere aptitude.

Sphere Connection (Su): The character gains Basic Magic Training[USoP] as a bonus feat, exchanging it for Extra Magic Talent[USoP] should they gain a level in a spherecasting class. This can replace any racial trait which grants a bonus feat or which grants one or more spell-like or psi-like abilities of 1st level or higher. If a racial trait grants at least two cantrips or psionic talents usable at-will, the character also gains the Cantrips[USoP] feat. If the combined total level of the granted spell-like or psi-like abilities exceeds 4, the character gains both Basic Magic Training and Extra Magic Talent as bonus feats (Basic Magic Training can still be exchanged as normal).

Divine Fighting Techniques

The following are some new divine fighting techniques[WMH] employed by followers of the Vandaran gods.

Agradior's Argent Blade

The massive swords of the dragon god's followers provide impressive defense to allies.

Optional Replacement: A lawful good paladin who worships Agradior can replace proficiency with shields with the following initial benefit.

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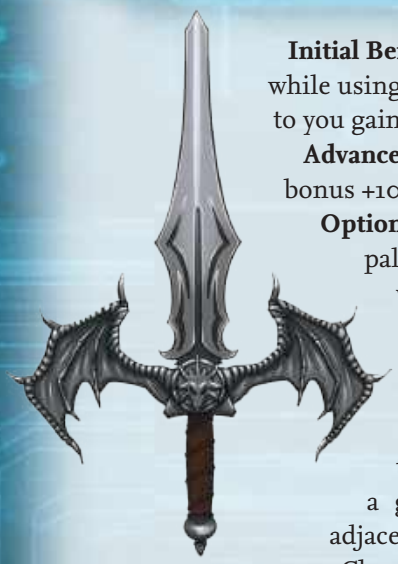

Initial Benefit: When fighting defensively while using a greatsword, all allies adjacent to you gain a +1 bonus to AC.

Advanced Prerequisites: Base attack bonus +10.

Optional Replacement: A lawful good paladin of at least 9th level who worships Agradior can replace a mercy with the following advanced benefit.

Advanced Benefit: While fighting defensively or taking the total defense action using a greatsword, you and all allies adjacent to you gain DR/- equal to half your Charisma modifier.

Claistor's Shepherding Guisarme

Given their long history of defending travelers, followers of Claistor have developed a number of techniques for keeping people and goods safe in the midst of battle.

Optional Replacement: A lawful neutral fighter who worships Claistor can replace proficiency with shields with the following initial benefit.

Initial Benefit: In addition to trip attempts, you may use a guisarme to perform a bull rush or reposition[APG] maneuver. You may add the weapon's enhancement bonus, as well as bonuses to attack from spells or feats such as Weapon Focus, to your CMB. Such actions provoke attacks of opportunity as normal.

Advanced Prerequisites: Base attack bonus +10.

Advanced Benefit: When using a bull rush or reposition check on an object or willing creature, you gain a +10 bonus on the check.

Gaynh's Eldritch Thrust

Magic and martial skill are two skills which a disciple of Gaynh are expected to harness if they are to achieve victory.

Optional Replacement: A true neutral magus[UM] or occultist[OA] who worships Gaynh can exchange one 1st-level spell slot or prepared spell for the following benefit.

Initial Benefit: Whenever you strike a creature with a shortspear, that creature takes a -2 penalty on saving throws against your spells until the end of your next turn.

Advanced Prerequisites: Weapon Focus (shortspear), base attack bonus +10.

Optional Replacement: A true neutral magus or occultist who worships Gaynh can exchange one 4th-level spell slot or prepared spell for the following benefit.

Advanced Benefit: You may attempt to sunder a spell or power effect on a creature using a combat maneuver check with your shortspear in place of an attack. To sunder an effect on a creature, you must succeed at a normal sunder combat maneuver against the creature's CMD + 5, ignoring any miss chance caused by a spell or power. If successful, you suppress the effect for 1 round, or 2 rounds if you exceeded the CMD by 5 to 9. If you exceed the CMD by 10 or more, the effect is dispelled.

Moloch's Levelling Barrage

Wherever enemies of Moloch emerge, his disciples will be there to gun them down.

Optional Replacement: A lawful evil fighter who worships Moloch can replace proficiency with shields or a bonus feat with the following initial benefit.

Initial Benefit: You do not take penalties on attack rolls for using a weapon with the automatic quality, and reduce any penalties from iterative attacks with a machine gun[AP71] by 1.

Advanced Prerequisite: Deadly Aim, base attack bonus +10.

Advanced Benefit: When you hit a creature with at least two machine gun attacks in a round, you may attempt a bull rush or trip combat maneuver against the target with your machine gun, using your Dexterity modifier in place of Strength to determine your CMB for the maneuver.

Ristymal's Broken Fist

The god of brutality teaches followers to open themselves to destruction.

Optional Replacement: A chaotic evil antipaladin[APG] who worships Ristymal can replace proficiency with shields with the following initial benefit.

Initial Benefit: You gain Improved Unarmed Strike as a bonus feat if you do not already possess it or a similar ability. When attacking with an unarmed strike, you may take a -2 penalty on AC for 1 round to cause all unarmed attacks you make this turn to deal bleed damage equal to

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your unarmed strike's damage die. The Heal DC to stop this bleeding is 10 + your base attack bonus + the highest of your Intelligence, Wisdom, or Charisma modifier.

Advanced Prerequisites: Power Attack, base attack bonus +10.

Optional Replacement: A chaotic evil antipaladin of at least 9th level who worships Ristymal can replace a bonus feat or cruelty with the following advanced benefit.

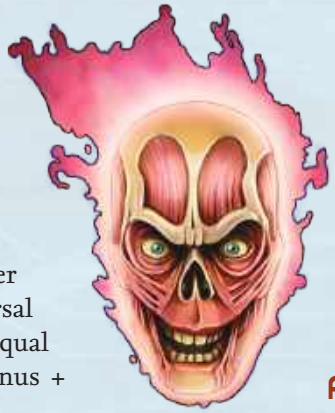
Advanced Benefit: You may treat your unarmed strikes as having the *vicious* weapon enhancement. The damage from the vicious special ability is added to the bleed damage from your unarmed strikes.

Shargoda's Catastrophic Blaze

Shargoda's horrified rage can be channeled to sow immense devastation.

Optional Replacement: A neutral evil fighter who worships Shargoda can replace proficiency with shields or a bonus feat with the following initial benefit.

Initial Benefit: The critical threat range of any flamethrower[AP 71] you wield is increased to 19-20.



This is applied before abilities such as Improved Critical which would modify the weapon's critical threat range.

Advanced Prerequisites: Base attack bonus +10.

Advanced Benefit: Any attacks you make with a flamethrower gain the burn 3d6 universal monster ability. The save DC is equal to 10 + 1/2 your base attack bonus + your Dexterity modifier.

Paths of Ascension

Paths of ascension represent unique benefits akin to Deific Obediences[ISG] gained through the Dedicate Of Ascension* feat.

Ascension Unto Aggregate

Meditation: Establish a vision of a world without imperfection or conflict, where every being and force occupies a comfortable place within a grand scheme, where all minds understand their interconnectedness and codependence within a unified cosmos.

Meditation Benefit: Gain a +1 bonus on all ability checks.

First Boon: *Architect's Optimization (Sp):* *hermean potential*[LoD] 3/day, *visualization of the body*[DA] 2/day, or *channel vigor*[ISG] 1/day

Second Boon: *Guide To Harmony (Su):* Whenever you succeed at an attack roll or aid another check against a target, you may grant them either a +2 insight bonus on their next saving throw or cause the target to take a -2 penalty to their next saving throw. These effects are lost at the end of the target's next turn.

Third Boon: *Unity of All (Su):* Whenever you use an ability that targets two or more creatures, you may target twice as many creatures within range.

Ascension Unto Boundless

Meditation: Establish a vision of a world where every phenomenon has an explanation and every problem a solution, where suffering and insufficiency are no longer necessary and no avenues of understanding or control are considered unattainable.

Meditation Benefit: For the purpose of calculating the range (but not area) of abilities with a range of close, medium, or long range, double your base attack bonus, caster level, effective skill ranks, and class level.

First Boon: *Worlds of Possibility (Sp):* *sure casting*[PSP] 3/day, *investigative mind*[ACG] 2/day, or *channel the gift*[ISG] 1/day

Second Boon: *Time Enough at Last (Su):* As a move or standard action, you may increase your initiative count on any future turns by up to 5 for the rest of the encounter. You may use this ability any number of times during an encounter.

Third Boon: *Fit to My Design (Su):* Whenever you use an ability that covers an area, any numeric measurements of the ability's area increase by 100%. Whenever you use an ability that targets a specific creature or location with a non-instantaneous duration, you may choose to double the duration of the ability. This ability stacks with the Extend Spell and Widen Spell metamagic or metapsionic feats.

Ascension Unto Consumption

Meditation: Establish a vision of a world that exists beyond yourself and your surroundings, which will emerge and mature long after you have passed, which will take the place of all that you know, love, and dread without any inkling of what came before.

Meditation Benefit: Gain a +1 bonus to CMB.

First Boon: *Unyielding Ruin (Sp): magic missile 3/day, instant weapon*[MTT] 2/day, or *deadly juggernaut*[UC] 1/day

Second Boon: *Until Nothing Remains (Su):* A target who takes damage from one of your attacks, has its equipment damaged by one of your attacks, or fails a saving throw against one of your abilities reduces all temporary hit points and healing they receive by 50% for 1 round. This does not affect healing gained from fast healing or

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regeneration. A character who succeeds at a DC 20 Heal check recognizes that the effects of their healing would be reduced by this ability.

Third Boon: *Cataclysmic Advance (Su)*: Your abilities ignore any damage reduction, energy resistance, or hardness that targets may possess. Whenever you succeed at an attack action against a target, the target must succeed at a Will saving throw (DC 10 + 1/2 your Hit Dice + your highest ability score modifier) or lose one of its defensive abilities for 2d6 rounds. You can choose which defensive ability is lost from the following options: a single immunity, all resistances, regeneration, or spell resistance. Whether or not the target fails this save, it cannot be targeted by this ability removal again (by you or another character) for 24 hours.

Ascension Unto Dissonance

Meditation: Establish a vision of a world where you are fully vindicated, where all of the beliefs that you have held are proven right for all to witness, where irrefutable evidence exists to justify your ideology beyond any shade of reproach.

Meditation Benefit: Reduce the first instance of ability damage, drain, or burn you take each day by 1/2 your character level (minimum 1), to a minimum damage, drain, or burn of 0.

First Boon: *Seeker of Vindication (Sp)*: *know the enemy*[UM] 3/day, *death knell* 2/day, or *borrow fortune*[APG] 1/day

Second Boon: *Weight of Contempt (Ex)*: You gain a +2 bonus on damage rolls against any target that has taken damage since the end of your last turn. This damage bonus increases to +4 if the target has taken damage from three or more sources since the end of your last turn (separate attacks are considered different sources).

Third Boon: *At Any Cost (Su)*: Whenever you see the result of a d20 roll, you may increase one ability score added to the roll by up half its total for the purpose of determining the result. If you do, you suffer ability burn to that score equal to the granted bonus after the roll is resolved. Ability burn functions as ability score damage, but may not be removed by any means other than 8 hours of resting, which removes all burn.

Ascension Unto Fantasmic

Meditation: Establish a vision of a world that remembers you with awe and fondness, where your actions have truly fulfilled and embodied a cultural ideal, where the example you have led brings joy and inspiration to those who make tomorrow similarly wondrous.

Meditation Benefit: You gain a +1 luck bonus on any reroll of a d20 roll.

First Boon: *Heroic Aspiration (Sp)*: *unbreakable heart*[ISWG] 3/day, *blessing of courage and life*[APG] 2/day, or *heroism 1/day*

Second Boon: *Weaver of Tales (Su)*: Whenever you succeed at an attack roll or saving throw, you may spend an immediate action to grant all allies within close range a +2 morale bonus on the next roll they make of that type until the start of your next turn. This bonus cannot apply against the effect which you successfully saved against.

Third Boon: *Pierce Plausibility (Su)*: Whenever you target a creature which would be immune to one of your abilities or damage types, you ignore that immunity unless the target succeeds at a Will save (DC 10 + 1/2 your Hit Dice + your highest ability score modifier). A creature which succeeds at their saving throw against this ability cannot have the same immunity ignored for 24 hours.

Ascension Unto Imperative

Meditation: Establish a vision of a world where right and wrong are no longer questions but instead verifiable facts, where all creatures are treated in accordance with these principles of virtue, where the greatest heights are achieved through a shared moral understanding.

Meditation Benefit: Gain a +2 bonus on Will saving throws.

First Boon: *Seeker of Virtue (Sp)*: *protection from chaos/evil/good/law* 3/day, *align weapon* 2/day, or *aura sight*[ACG] 1/day

Second Boon: *Incisive Deconstruction (Su)*: Whenever you would succeed at a Will saving throw against a curse, illusion, or mind-affecting effect or would be targeted by such an effect while immune to it, you gain a +4 insight bonus on all d20 rolls made against the creator of the effect or any abilities they possess for 1 round. This bonus does not stack with itself.

Third Boon: *Armaments of Justice (Su)*: The enhancement bonuses of any weapons, armor, shields, and implements you wield increase by +2, to a maximum of +6. +6 weapons are considered artifacts for the purpose of overcoming damage reduction and regeneration.

Ascension Unto Mechanism

Meditation: Establish a vision of a world where death and impermanence are merely optional, where that which is treasured shall never fade away, where one need no longer worry over their own mortality or vulnerability and can put total faith in their own survival.

Meditation Benefit: Whenever an effect created as at least a swift action would grant you temporary hit points, you gain 3 additional temporary hit points.

First Boon: *The Sacrosanct Self (Sp)*: *abjuring step*[UC] 3/day, *false life* 2/day, or *protection from energy* 1/day

Second Boon: *Engine of Perpetuity (Su)*: Choose positive or negative energy. You are healed by one and become immune to the other.

Third Boon: *Steps of Eternity (Ex)*: You no longer need to eat, drink, sleep, or breathe. You are treated as both a construct and undead creature for the bane weapon special ability, a ranger's favored enemy bonus, and any other effects that would consider creature type in addition to your usual type. You are immune to two of the following sets of conditions, chosen when you gain this boon:

- Ability damage and ability drain
- Death effects and stunning
- Disease and poison
- Paralysis and sleep effects

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CHAPTER 5:

SPHERES AND TALENTS

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Technomancy Sphere

You may create magical programs which can alter the functions of technology. Constructs and objects are not immune to the effects of this sphere even if the effects require a Fortitude saving throw.

Sprite

As a standard action, you may generate a technomagical entity known as a *sprite* inside a construct, creature with one or more cybernetic components, or technological item you are touching (hereafter referred to as a host). If the host or a creature wielding the host is unwilling, you must succeed at a melee touch attack against the host or the host's wielder (touching a held object in this way provokes an attack of opportunity). For the purpose of hosting *sprites*, a technological item is considered to be any Tinker[UEn] sphere gizmo and any technological item[TG] that uses charges and is not a spell trigger or spell completion item (such as an arc rifle[TG]). Other items may be considered acceptable hosts at GM discretion.

A *sprite* lasts as long as you concentrate, although you may always spend a spell point to allow a *sprite* to persist for 1 round per caster level without concentration. While a *sprite* exists within a host, you may have it execute one of the following actions (known as programs) as a free action once per round. If you have a *sprite* in a host, you are automatically aware of all other *sprites* within the host. A single host cannot be targeted by the same program more than once per round. A single caster cannot have more than one *sprite* inside the same host. If a host or its wielder succeeds at a saving throw against a *sprite's* abilities, the *sprite* is destroyed. If a host dies or is destroyed, all *sprites* inside the host are likewise destroyed.

When a caster first gains the Technomancy sphere, they may have sprites that they create execute the following programs:

Boost (program)

The *sprite* may cause the first attack made using the host or made by the host this round to deal 1d6 additional points of damage. This bonus damage increases by 1d6 for every 4 caster levels you possess. An attack may only benefit from one instance of this program at a time.

Drain (program)

The *sprite* siphons power from its host, depleting 1 charge if it is an item. The host or the host's wielder may attempt a Fortitude save to negate the effect. If the host is a construct, it instead takes a -1 penalty on attack and damage rolls for one round, although it may also attempt a Fortitude save to negate this penalty. The penalty and number of charges depleted increase by 1 for every 5 caster levels possessed.

If a character capable of draining charges from wands or other items with the Technomancy sphere uses such abilities on a spell engine, the spell engine loses one spell point for every charge that would be drained from it.

Interfere (program)

Rather than executing a program, a *sprite* can negate the action of another *sprite* inhabiting the same host. A *sprite* can take this action even if it is not your turn, but if it chooses to interfere with an action it cannot execute other programs (including trying to interfere with other *sprites'* actions beyond the first) this turn.

When a *sprite* attempts to Interfere with another *sprites'* program, the interfering *sprite's* caster rolls a magic skill check against the MSD of the targeted *sprite*. On a success, the interfering *sprite* negates the action of the targeted *sprite*.

Transfer (program)

The *sprite* moves from the host it currently inhabits to another host within 5 feet.

Technomancy Sphere Talents

Technomancy talents marked as (program) talents allow the caster's *sprites* to execute new programs.

Compound Hacking

You may have up to two *sprites* in a single host, plus an additional *sprite* for every 5 caster levels you possess.

Concealed Sprite

Your *sprites* are not immediately noticeable to other *sprites*. When your *sprite* enters a host, you may roll a magic skill check and compare the result to

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the MSD of all other *sprites* in the host. On a success, these other casters are not aware of your *sprite*. Whenever your *sprite* executes a program, all other casters with *sprites* in the host are allowed a magic skill check against your MSD to become aware of your *sprite* after it executes its program.

Copious Charge

When one of your *sprites* uses Drain, you may spend a spell point to increase the number of charges drained to an amount equal to your caster level. A successful saving throw halves the number of charges drained rather than negating the effect.

Gregarious Sprite

Your *sprites* may Interfere once per round while still being able to execute another program, or may Interfere twice per round rather than executing another program.

Instilled Installation [instill]

As a standard action, you may touch a small container of liquid and instill a *sprite* inside it, which functions as a potion or oil. You must spend a spell point to make the *sprite* endure without concentration.

An instilled liquid remains potent until you rest to regain spell points. If you have equipment on hand (such as an alchemy lab), the cost of bottles and water is considered negligible. You may target food but not an already-magical item, such as a potion. All spell points must be spent and all variables of the sphere effect must be chosen at the time the instilled liquid is created. You cannot instill multiple effects in a single liquid, nor create multiple instilled liquids with a single action.

Lingering Sprite

If you spend a spell point to allow a *sprite* to persist, it lasts for 1 minute per caster level rather than 1 round per caster level. When you create a *sprite*, the *sprite* remains for 2 rounds after you stop concentrating.

Ranged Technomancy [range]

You may create *sprites* in hosts within close range instead of touch range and may have your *sprites* use the Transfer program to move to hosts within close range. Creating a sprite in this way does not require a ranged touch attack to affect an unwilling target. You may take this talent multiple times. Each time it is selected, increase the range by 1 step (close to medium, medium to long).

Rapid Transfer

When one of your *sprites* uses the Transfer program, it can execute another program during the same turn.

Reactive Offload

Whenever a host is destroyed or killed, you can spend an immediate action to have one of your *sprites* within that host immediately use the Transfer program. If you have the Compound Hacking talent, you may spend a spell point to have any number of your *sprites* within the host use the Transfer program.

Slicer's Strike [strike]

As a standard action, you may make a single weapon attack in conjunction with generating a *sprite* inside the target. This casting cannot be reduced below a standard action, and does not provoke attacks of opportunity, unless as usual if making a ranged attack. If the target is struck by the attack, the sprite enters the target (so long as the target is a legal host for the *sprite*). If using a scatter weapon, the word only applies to a single target, chosen at the time of attack.

Sprite Legion [mass]

When you create a *sprite*, you may spend a spell point to create one additional *sprite* for every 2 caster levels you possess. All hosts for these *sprites* must be within range, but each *sprite* can inhabit different hosts and execute different programs each round. Once created, each sprite is considered a separate sphere effect.

Sprite Sustenance

The host of any of your *sprites* consumes charges at half the normal rate (rounded up). For example, an item that would lose a charge every minute would instead lose a charge every 2 minutes, or a weapon which drains 5 charges with each attack would only drain 3. If the host is a creature, it gains a +1 circumstance bonus on saving throws, +1 for every 6 caster levels you possess. If the host is a Tinker[UEn] sphere gizmo, any effect from its battery use lasts twice as long.

Sprite Triangulation

You automatically know the locations of all of your *sprites'* hosts. Any host or host wielder you cannot see still has total concealment (50% miss chance) against you, and you still suffer the normal miss chance when attacking targets that have concealment. You are still denied your Dexterity bonus to her AC against attacks from hosts and host wielders you cannot see.

Program Talents

Analyze (program)

The *sprite* evaluates its host, searching for patterns and weaknesses. You gain an insight bonus on all skill checks attempted to interact with the host equal to 1/2 your caster level (minimum 1) for 1 minute. For a construct host, this

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could mean bonuses to Bluff and Acrobatics checks against the creature. For an item host, this could mean bonuses to Craft checks made to repair it or Disable Device checks to hack it.

Barrier (program)

The *sprite* sets up a barrier against other *sprites* attempting to enter the host for 1 round. When another *sprite* attempts to enter a host with a barrier, attempt a magic skill check against the MSD of that *sprite*. On a success, the transferring *sprite* fails to enter the host and returns to its previous host (if the *sprite* did not have a previous host, it is instead destroyed).

Broadcast (program)

The *sprite* overwrites digital projections of light and sound for 1 round, replacing anything that the host would project or receive. If you target an object, you may have the object project whatever lights and sounds it is normally capable of creating at your discretion, save that the item projects whatever images and sounds you desire (including no image or sound). A creature can attempt a Craft (mechanical) or Spellcraft check (or another check related to the item's craft at GM discretion) to realize that the broadcast is being magically tampered with, with a DC equal to 10 + your caster level + your casting ability modifier. If two or more casters are trying to control the same broadcasting item, they attempt opposed magic skill checks, the highest result taking control.

If the host is a creature that is targeted with this program, it must attempt a Will save against this effect. On a failure, its auditory and visual displays (including those from senses such as blindsight) display whatever you want them to display for 1 round (treat these as illusions that only the affected creature can see). Rather than presenting specific projections, you may choose to make the creature blinded and deafened for 1 round.

Alternatively, you may gain sensory feedback from the sprite's host. You can see, hear, and perceive anything that your host could for one round. This typically includes all of the senses of a construct if it is serving as your host, or mechanisms such as audio recording devices, cameras, or computerized scopes in the case of item hosts. A host or its wielder is allowed a Will save to negate this effect.

Consume Sprite (program)

When one of your *sprites* is inhabiting the same host as a *sprite* created by another caster, your *sprite* may attempt to consume this other *sprite*. Roll a magic skill check against the MSD of the targeted *sprite*. On a success, their *sprite* is destroyed. If you spend a spell point, the *sprite* may attempt to consume as many other *sprites* in its host as you wish, in which case you roll a magic skill check and eliminate every *sprite* whose MSD you succeed against.

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Malfunction (program)

The *sprite* attempts to block the functions of its host. If the host is a technological item, it becomes disrupted for 1 round. If the host is a construct, it becomes dazed for 1 round. A successful Fortitude save by the host or its wielder negates this effect. If you spend a spell point, an item host and its wielder are not allowed a save and a construct host is still staggered for 1 round on a successful save.

While disrupted, the item's electronic or magical components cannot be activated, although constant effects remain in place (for example, a character would still benefit from the bonuses to AC granted by their armor, but could not activate enhancements such as determination[APG] or change functions such as in the case of smart armor[TG]. A disrupted vehicle or mech* cannot be made to move or act, its controls locking up for the duration of the effect. The disrupted condition can be removed from a piece of equipment with a standard action.

Sabotage (program)

The *sprite* causes a series of mishaps inside its host, damaging it. The host takes 1d6 points of damage per 2 caster levels, with a successful Fortitude save (DC 10 + 1/2 caster level + casting ability modifier) by the host or its wielder negating the damage. If you spend a spell point, the host instead takes 1d6 points of damage per caster level and still takes half damage on a successful saving throw. The *sprite* is destroyed after dealing damage.

Technomancy Advanced Talents

AI Transformation

Prerequisites: Technomancy sphere, caster level 10th.
In a process which takes 1 hour and 3 spell points, a willing creature's psyche, with all of the abilities and experiences that it contains, is transformed into an artificial intelligence[TG] and encoded into a storage device. Such a device, such as a compact AI core[AP88] or robot[B6] which your artificial intelligence will inhabit, must be present at the time of casting, as must be the creature from which you are copying the information. An unwilling robot is allowed a Will save to avoid being inhabited and controlled by the new AI. If the robot is successful, you must transfer the new AI to another receptacle or else the talent fails.

The AI created by this talent possesses the same Intelligence, Wisdom, and Charisma scores as the creature from which it is made, and possesses all of the base creature's skills, supernatural abilities, saves, feats, and class features (including the ability to use magic talents). The AI's CR is equal to the base creature's effective class level. The AI gains no additional skills, feats, languages, or special abilities from the Artificial Intelligence creature type. The AI is free-willed, and you have no control over its actions. However, being a replication of the mind of another creature, the AI is normally inclined to act in the same way and possess the same alignment as the creature it was created from.

Like most AIs, those created by this talent lack a physical composition, and cannot act without a host body that they can inhabit. This host must be either a computer system of some sort or a robot the AI is controlling.

Once the transfer is completed, the original creature's mind ceases to function. The creature cannot be raised or resurrected so long as the AI created by this talent exists.

AI Transformation, Greater

Prerequisites: Technomancy sphere (AI Transformation (advanced)), caster level 15th.
When using AI Transformation, you may alter its effects in the following ways:

AI Recreation: If you spend 2 additional spell points, you may use this power to copy an existing AI or create a copy of a creature's mind, rather than transferring it. The original AI or creature remains in its body or other storage device, with a replica being created in the storage device of your choice within close range. Using the talent in this way requires 15,000 gp worth of expensive mechanical components.

AI Regeneration: A creature's not-quite-departed soul is returned to this world to be encoded upon a device. Such a device, such as a storage bay*, compact AI core[TG] or robot[B6]

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which your artificial intelligence will inhabit, must be present at the time of this manifestation, as must be the body of the creature from which you are obtaining the information. The creature's soul becomes an AI, as per the AI Transformation talent. If a creature's soul is unwilling to become an AI, they are allowed a Will save to prevent the transformation.

AI Transfer: If you spend 1 additional spell point, you may permanently transfer an AI to the body of a construct or living creature. Both the target and the AI are allowed a Will save to prevent this transfer. The new target acquires the aggregate[TG] template even if they otherwise could not. Any newly-formed aggregate[TG] creature suffers 2 permanent negative levels which ignore any immunity the target possesses. These negative levels cannot be cured, but fade at a rate of one every 24 hours.

Autopilot (program)

Prerequisites: Technomancy sphere, caster level 10th.
The *sprite* causes its host to perform a single standard or move action of your choice. If two or more of your *sprites* are inside the host, they can operate together to cause the host to perform a full round's worth of actions (including a full attack). This program can only be used with hosts that are creatures.

Charge Vampirism

Prerequisites: Technomancy sphere (Power (advanced, program)).
Whenever a *sprite* uses Drain, one of your *sprites* increases the number of charges granted by their next use of Power by half the number of charges depleted with Drain (minimum 1) and ignores the material component cost of the next use of Power so long as the total number of charges granted does not exceed the number of charges drained. The effects of this talent do not stack with themself, and the additional charges are lost if none of your *sprites* use Power within 3 rounds of a *sprite* using Drain.

Eternal Sprite

Prerequisites: Technomancy sphere (Lingering Sprite), caster level 10th.
When creating a *sprite*, you may spend 2 spell points to increase its duration to permanent.

Expel AI (program)

Prerequisites: Technomancy sphere (Consume Sprite), caster level 10th.
You may spend a spell point to force a routine or AI out of your *sprite's* host. The routine's crafter or the AI must succeed at a Will save or else be forced out of the host. If there are any other potential hosts for the AI within medium range, the AI may attempt to enter them as normal. If the AI cannot enter any host, it is destroyed.

Glitch Manipulation (program)

Prerequisites: Technomancy sphere (Glitch-Prone Sprites (advanced)).

If the host is already timeworn, you may treat it as if it was not timeworn[TG] for 1 round (if a *sprite* attempts to add or remove the timeworn condition imposed by another *sprite*, you and the creator of the other *sprite* attempt opposed magic skill checks to see which effect occurs). When the glitch table is rolled for the *sprite* host while this program is active, you may spend 2 spell points as an immediate action to choose the result of the glitch rather than rolling randomly (if multiple casters attempt this on the same item, they roll opposed magic skill checks, with the highest result choosing the glitch result).

Glitch-Prone Sprites

Prerequisite: Technomancy sphere.
You may treat the hosts of any of your *sprites* as timeworn[TG], causing them to trigger glitches (roll on the Glitch table appropriate to the host to determine the effect of the glitch).

Power (program)

Prerequisite: Technomancy sphere.
You may spend a spell point to have the *sprite* generate a modicum of electricity, granting the host a single charge if it is an item. You may increase the number of charges granted by 1 for every 5 caster levels you possess, but doing so causes all unused charges gained from this program to be lost after 1 round. If the host is a construct, the host gains a +1 circumstance bonus on attack rolls and damage rolls for 1 round. The bonus on attack and damage rolls increases by 1 for every 5 caster levels you possess. If this program is used on a Tinker[UEn] sphere gizmo, the gizmo gains one free battery use that must be spent within 1 round or else it is lost.

If you possess the Copious Charge talent, when one of your *sprites* uses Power, the host gains 2 charges or battery uses rather than 1.

Using this program requires 500 gp worth of diamond dust or similar special material. If you recharge a battery, there is a 20% chance that the battery is destroyed by the attempt. If you restore more charges than the item can hold, the item must succeed at a Fortitude saving throw or take 1d6 points of electricity damage for each excess charge. This program provides no knowledge of how many charges an item can safely hold, but you can choose to bestow fewer charges than the maximum allowed to reduce the risk; you must declare how many charges you are restoring before using this program.

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Relic Manipulation

Prerequisite: Technomancy sphere.
You may treat non-technological magic items as if they were technological items for the purpose of affecting them with *sprites* and Technomancy talents. Spell trigger items which use charges and have a caster level equal to or lower than your technomancy caster level may be affected using the Drain and Power programs, although such an item may not be affected by the Power program more than once per day.

Sprite Targeting

Prerequisites: Technomancy sphere, caster level 5th.
You may treat any host for your *sprites* as if they were always in close range and that you always had line of sight and effect on it for the purpose of being able to target them with sphere effects.

Table 5-1: Armor Glitches

Glitching armor that loses its ability to function still provides its normal armor bonus to AC, but any charged abilities are suppressed.

d%	Glitch
01–02	Armor abilities do not function. All remaining charges are drained.
03–05	Armor seizes up and abilities do not function. The wearer is paralyzed for 1 round.
06–10	Armor does not function, but still consumes the normal number of charges.
11–18	Armor does not function, but no charges are lost.
19–50	Armor uses twice as many charges as normal (or expends an extra activation's worth of charges if already active).
51–75	Armor functions normally.
76–80	Armor functions better than anticipated. Its armor bonus improves by 1 for the duration of this charge.
81–90	Armor functions much better than anticipated. Its armor bonus improves by 2 and it provides moderate fortification for the duration of this charge.
91–98	Armor functions normally; no charges are consumed by this use.
99–100	Armor functions normally and a power surge restores 1d6 charges to the item (up to but not exceeding its capacity).

Table 5-2: Construct Glitches

These glitches should be rolled at the beginning of the construct's turn each round.

d%	Glitch
01–02	Construct is reduced to half its current hit points (minimum 1).
03–05	Construct is dazed for 1d6 rounds.
06–10	Construct is dazed for 1 round.
11–18	Construct is staggered for 1 round.
19–50	Construct takes a -2 penalty on all d20 rolls for 1 round.
51–75	Construct acts normally.
76–80	Construct gains an additional move action this turn.
81–90	Construct gains a +2 insight bonus on all d20 rolls for 1 round.
91–98	Construct maximizes all damage rolls that it makes this round.
99–100	Construct gains temporary hit points equal to 4 times its CR. These temporary hit points last for 1 minute and do not stack with other forms of temporary hit points.

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Table 5-3: General Glitches	
d%	**Glitch**
01–02	Item does not function. All remaining charges are drained.
03–05	Item does not function but still consumes the normal number of charges.
06–10	Item does not function, but no charges are lost.
11–18	Item uses twice as many charges as normal and jolts the user for 1d6 points of electricity damage but otherwise functions normally.
19–50	Item uses twice as many charges as normal but otherwise functions normally.
51–75	Item functions normally.
76–80	Item functions better than anticipated and grants a +1 bonus on any skill check attempted with this use.
81–90	Item functions far better than anticipated and grants a +2 bonus on any skill check attempted with this use.
91–98	Item functions normally and this use does not consume any charges.
99–100	Item functions normally and a power surge restores 1d6 charges to the item.

Table 5-4: Pharmaceutical Glitches	
These glitches also apply to drugs and medical gear.	
d%	**Glitch**
01–02	Spoiled. Treat as poisoning by dark reaver powder.
03–11	Spoiled. Treat as exposure to red ache.
12–20	Spoiled. Patient is nauseated for 1d6 rounds.
21–30	Spoiled. Patient sickened for 1d6 × 10 minutes.
31–40	Spoiled. No effect.
41–50	Less potent. Decrease all save DCs by 2. Use minimum values for all random results (such as healing). Decrease durations by 50%.
51-60	Normal effect, but causes 1d4 points of Constitution damage (Fortitude DC 15 half).
61–75	Normal effect, but hallucinogenic (–5 penalty on Perception checks and confused for 2d4 rounds, Fortitude DC 15 negates).
76–85	Normal effect.
86–95	More potent. Increase any save DCs by 2. Reroll any result of 1. Increase durations by 100%.
96–100	Far more potent. As above, but treat as 2 doses.

Table 5-5: Weapon Glitches	
These glitches are triggered every time an attack is made with the weapon.	
d%	**Glitch**
01–02	Weapon does not function. All remaining charges are drained.
03–24	Weapon does not function, but still consumes the normal number of charges.
25-39	Weapon consumes twice as many charges as normal and deals 1d6 points of electricity damage per charge consumed (minimum 1d6) to the user.
40-65	Weapon consumes twice as many charges as normal.
66-75	Weapon functions normally but flashes brightly, blinding the wielder and adjacent creatures for 1 round (Reflex DC 15 negates).
76-84	Weapon functions normally.
85-92	Weapon functions better than anticipated, granting a +2 bonus on attack rolls made with that weapon for 1 round.
93-96	Weapon functions much better than anticipated, granting a +2 bonus on attack and damage rolls made with the weapon.
97-98	Weapon functions normally, and this use does not consume any charges.
99-100	Weapon functions normally, and a power surge restores 1d6 charges to the item (up to but not exceeding its capacity).

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Mythic Sphere Mastery[MSoP]: Technomancy

You gain Sprite Legion* as a bonus talent. Whenever you create one or more *sprites*, you may spend a point of mythic power to enhance these *sprites*, allowing each of them to execute two programs each round rather than just one.

Technomancy Talent-based Item Creation[USoP]

Sprite

Range: close
Duration: 1 round/caster level
Effect: Creates a *sprite* inside the target which can use the Boost, Drain, Interfere, or Transfer programs.

Complexity

Greater Technomancy: To add the effects of a Technomancy sphere talent, increase the complexity by +1 per talent. If a talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

Program: You may add additional programs gained through (program) talents to those that the *sprite* can execute, increasing complexity by 1 for every program added.

Table 5-6: Technomancy Wild Magic Table[WM]

d%	Effect
1	One item per 5 caster levels within close range of the caster is drained of all charges.
2	Wireless signals cease to function anywhere within close range of the caster for 1d4 rounds.
3	The hosts of all the caster's *sprites* (and their wielders) are staggered for 1d4 rounds (Fortitude save negates).
4	Every printer, replicator, or other device capable of creating objects or images within close range of the caster begins repeatedly creating images of the caster for 1d4 minutes.
5	All cybernetics within close range of the caster cease functioning for 1d4 rounds (Fortitude save negates). Constructs are not immune to this effect.
6	Systems lock up, increasing the DCs of any Disable Device checks attempted on objects within close range of the caster by 5 for 1 round.
7	Loud music begins playing from every device within close range of the caster capable of making noise.
8	The hosts of all the caster's *sprites* have their movement speeds doubled for 1 round.
9	The hosts of all the caster's *sprites* cannot attack or be used to attack for 1 round.
10	All the caster's wielded equipment is drained of all charges.
11	The hosts of all of the caster's *sprites* consume twice as many charges with every use for 1 minute.
12	The hosts of all of the caster's *sprites* are only capable of understanding and speaking a single language that the caster knows (chosen at random) for 1 minute.
13	All electrical lighting within close range of the caster shuts off for 1d4 rounds.
14	The hosts of all of the caster's *sprites* (and anyone wielding them) are repelled from the caster's square as per a bull rush combat maneuver, using the caster's MSB + their casting ability score modifier in place of their CMB.
15	All hosts of the caster's *sprites* cause their hosts to shift operating systems, causing all actions that the host takes or that it is utilized for to have a 25% chance of not occurring for 1 round.
16	All hosts of the caster's *sprites* cause their hosts to start leaking fluid, forcing the hosts and their wielders to succeed at a Fortitude save or become sickened for 1d4 rounds. Constructs are not immune to this effect.
17	One unattended object of Diminutive size or smaller per caster level within close range of the caster becomes animated as per the Animate Object[USoP] talent of the Enhancement sphere for 1 minute. This object is neutral toward the caster and attempts to flee any conflict but otherwise meanders aimlessly. The size affected increases by one category per 5 caster levels.
18	All wireless communicators within close range of the caster begin receiving a constant stream of random visual and auditory messages, becoming nonfunctional for 1d4 rounds.
19	Everyone within close range of the caster can hear any wirelessly communicated audio transmitted through this range

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20	The hosts of all the caster's *sprites* make an attack against a random target in reach (in the case of a weapon host, use the wielder's base attack bonus).
21	The hosts of all of the caster's *sprites* shine light as a torch for 1 minute.
22	All computers within close range of the caster become nonfunctional for 1d4 rounds.
23	All technological equipment within close range becomes uncooperative for 1 round, requiring anyone who tries to activate them to succeed at a Craft (mechanical) check to use it (DC equal to your MSD).
24	The host of one of the caster's *sprites* begins making a horribly grating noise, causing all creatures within close range to be deafened for 1d4 rounds unless they succeed at a Fortitude save. Constructs are not immune to this effect.
25	The host of one of the caster's *sprites* becomes sapient and gains mental ability scores equal to the caster's mental ability scores. Unless it is a creature, it cannot take actions but is capable of communicating telepathically with the caster so long as it remains the host for at least one of the caster's *sprites*. The host remains sapient until the *sprite* expires.
26	Random parts start flying off the hosts of the caster's *sprites*, dealing 1d6 piercing, slashing, and bludgeoning damage per 2 caster levels to the target (Fortitude save half) and to all creatures within 30 feet of the host (Reflex save half).
27	Every electronically locked door, helmet, or other opening within close range immediately opens.
28	The hosts of the caster's *sprites* lose all data stored on it (including memory) for one hour.
29	The hosts of the caster's *sprites* become incredibly magnetic, pulling all metal objects within close range (as well as any creatures wearing them) towards them as per a drag combat maneuver using your MSB + your casting ability score modifier in place of CMB. Targets within range wielding metal weapons are subject to a disarm check using this same modifier.
30	All hosts of the caster's *sprites* are countered by the caster as if the caster possessed the Counterspell[USoP] and Harmonic Counter* feats.
31	All hosts of the caster's *sprites* deal maximum damage on their next attack (or attacks made with them).
32	One of the caster's *sprites* appears in every potential host in close range which does not contain a *sprite*.
33	The caster is fatigued.
34	All technological devices within close range shut down for one round before restarting. Targets and their wielders are allowed a Fortitude saving throw to prevent this.
35	All cybertech[TG] within close range increase any bonuses they grant by 2 for 1d4 rounds.
36	All technological items[TG] within close range of the caster replenish all of their charges.
37	All intelligent constructs and AIs within close range become hostile to the caster for 1d4 minutes.
38	All intelligence constructs and AIs within close range become friendly to the caster for 1d4 minutes.
39	The caster is dazed for 1 round.
40	Effect receives a -4 penalty to caster level (minimum 1).
41	All hosts of the caster's *sprites* do not consume charges when used for 1 round.
42	One item which is the host for the caster's *sprites* replenishes all of its charges every round for 1 minute per caster level, after which is nonfunctional for 10 minutes per caster level.
43	A shockwave deals 1 point of electricity damage per caster to all creatures within close range of the caster (Fortitude save half).
44	All vehicles within close range start to swerve out of control, forcing their drivers or pilots to attempt a Ride, Fly, or Profession check against your MSD or cause their vehicle to move its maximum movement speed in a random direction (skill check depends on the vehicle in question).
45	The caster's *sprites* all execute the Boost program before the effect is resolved.

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46	The casting time decreases by 2 steps.
47	The next time the caster takes damage before the start of their next turn, they also lose a total number of charges from their equipment equal to the damage taken (allocated as the caster wishes).
48	On its next turn (or on its wielder's next turn) every host containing one of the caster's *sprites* must perform the same action that it performed in the previous round (Will save negates).
49	The caster's *sprites* cause their hosts to arc with electricity, dealing 1d6 electricity damage for every 3 caster levels to their hosts and anyone touching them (Reflex save for half damage).
50	The next time the target takes damage, they also lose a total number of charges from their equipment equal to the damage taken (allocated as the caster wishes).
51	One data storage device within close range copies and transmits all of its data to all other storage devices within close range.
52	The caster's *sprites* all execute the Boost program before the effect is resolved.
53	The location of the caster immediately shows up on every visual display within 1 mile.
54	The caster is nauseated for 1 round.
55	The caster's *sprites* all execute the Obstruct program before the effect is resolved.
56	All hosts of the caster's *sprites* deal minimum damage on their next attack (or attacks made with them).
57	The casting time increases by 1 step.
58	All recording devices within close range shut down for 1d4 rounds. This also causes constructs to become blinded and deafened unless they succeed at a Fortitude saving throw. Characters with artificial eyes, ears, or brains are affected as if they were constructs.
59	Every electronically locked door, helmet, or other opening within close range immediately shuts.
60	All hosts of the caster's *sprites* cannot be used for any purpose that would spend charges for 1d4 rounds.
61	The caster's *sprites* move to random hosts within range, with the caster being unable to determine the location of a *sprite* until it executes a program.
62	All technological items within close range of the caster gain 1d6 charges, with charges in excess of the maximum being dispersed.
63	The caster's *sprites* all execute the Sabotage program before the effect is resolved.
64	The caster gains knowledge of one talent of his choice from this sphere for 1 round.
65	The caster's *sprites* rapidly cool their hosts, dealing 1d6 cold damage for every 3 caster levels to their hosts and anyone touching them.
66	Security systems on all technological items are scrambled, disabling any locks or encryptions on them for 1d4 minutes.
67	The caster's *sprites* all execute the Power program before the effect is resolved.
68	Roll twice and take both results. Ignore any results that require rerolls. If both rolls are ignored, there is no effect.
69	All hosts for the caster's *sprites* began vibrating uncontrollably, taking a -2 penalty on attack rolls and AC for 1d4 rounds (or applying such a penalty to their wielder) for 1d6 rounds.
70	The caster becomes incredibly magnetic, pulling all metal objects within close range (as well as any creatures wearing them) towards it as per a drag[APG] combat maneuver using their MSB + their casting ability score modifier in place of CMB. Targets within range wielding metal weapons are subject to a disarm check using the same modifier.
71	Roll again. If the resulting effect would be centered on the caster, it is instead centered on a random location they are familiar with.
72	The effect fails and the action is lost. Spell points or spell slots are not lost.

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73	All vehicles and mechs in close range shut down for a round, becoming unable to move for 1 round per caster level.
74	Any of the caster's active *sprites* immediately consume themselves and vanish.
75	The caster's surface thoughts are broadcasted on all screens within close range for 1 minute per caster level.
76	The caster's *sprites* all execute the Drain program before the effect is resolved.
77	The caster is exhausted.
78	The casting time decreases by 1 step.
79	The numerical readouts on all electronic measuring devices within medium range of the caster are multiplied by 12 for 1 minute per caster level.
80	The casting time increases by 2 steps.
81	All technological items within close range of the caster gain 1d6 charges. If an item would gain charges in excess of its maximum, it causes an explosion which deals 1d6 fire damage per 2 caster levels to every creature within 10 feet of the item (Reflex save half).
82	The caster's *sprites* heat up their hosts, dealing 1d6 fire damage for every 3 caster levels to their hosts and anyone touching them (Fortitude save for half damage).
83	Any noise the caster makes is broadcasted through all devices within close range of them for 1 minute per caster level.
84	The caster is stunned for 1 round.
85	The effect fails, but the action is not lost. Spell points or spell slots spent are lost.
86	All technological items[TG] within close range of the caster are countered by the caster as if the caster possessed the Counterspell[USoP] and Harmonic Counter* feats
87	Effect receives a +2 bonus to caster level.
88	Roll twice and choose the result. Ignore any results that require rerolls. If both rolls are thus ignored, there is no effect.
89	All creatures within close range of the caster gain the ability to see the flow of electricity, causing creatures wearing technological armor[TG] to gain concealment against affected creatures for 1 minute but granting affected creatures a +5 bonus on Disable Device and Knowledge (engineering) checks.
90	The hosts of the caster's *sprites* are treated as rolling a natural 1 on the next attack roll they make (or that is made with them).
91	Cheery imagery and upbeat music flood every electronic device within close range, granting all creatures who observe them a +1 morale bonus on the next d20 roll they make before the end of the caster's next turn.
92	The caster's *sprites* each execute a random program which they are capable of executing.
93	All data storage devices within close range of the caster randomly exchange all data on them.
94	The hosts of all of the caster's *sprites* change color depending on how many *sprites* are within them (red if 1, blue if 2, yellow if 3, green if 4 or more).
95	Roll again on the Universal wild magic table[WM].
96	The contents of all data storage devices within close range are copied and sent out wirelessly in all directions, arriving in all other storage devices within medium range. The capacity of all data storage devices to hold this data is magically increased for 1 hour per caster level, after which random data is deleted to bring each storage device down to normal capacity.
97	Strange and grotesque visuals flood every electronic device within close range, forcing all creatures that look at them to become shaken unless they succeed at a Will save.
98	The caster loses access to this sphere for 1d6 rounds.
99	Roll again, increasing the range of the effect by 1 step (touch to close, close to medium, medium to long).
100	For 1 hour, the caster gains the ability to perceive the inner workings of all machinery around them, giving them a +10 bonus on Craft (mechanical), Disable Device, and Knowledge (engineering) checks.

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Magic Talents and Drawbacks

Alteration[USoP] Sphere Advanced Talents

Mechanical Customization

Prerequisite: Alteration sphere.
You may add the following additional traits to your form:

Force Field: You may spend a spell point to have a force field sheathe the target in a thin layer of shimmering energy that grants it a number of bonus hit points equal to your caster level. All damage dealt to a creature with an active force field is deducted from these hit points first. Once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours. This trait may be applied multiple times, increasing the bonus hit points by 1/2 your caster level each time it is selected.

Mechanical Downgrade: The target loses the benefit of a single Mech Enhancement* of your choice. This trait can be applied multiple times.

Nitroboost: The creature may spend a swift action to increase their base speed by 30 feet, but while its speed is increased in this manner, attempting any turn of 45 degrees or greater requires them to sacrifice an additional 5 feet of movement. The creature can end this effect as a swift action.

Thundering Crash: While a Nitroboost is active, the creature deals double damage with melee weapons on the first attack made as part of a charge but must succeed at a DC 25 Acrobatics check after the attack is resolved or fall prone. This ability does not stack with the Spirited Charge feat. A creature must possess the Nitroboost trait to select this trait.

Sustaining Shapeshift (Utility)

Prerequisite: Alteration sphere.
When you target a creature with a *shapeshift* that costs at least one spell point, they are considered to have eaten and drank enough food and water to sustain them for 24 hours after the *shapeshift* ends.

In addition, a creature affected by your shapeshift only needs to sleep 2 hours per day to gain the benefit of 8 hours of sleep as long as the shapeshift is active for the entire 2 hours.

Death[USoP] Sphere Advanced Talents

Cut The Cord

Prerequisites: Death sphere (Soul Trap[USoP] (advanced)), caster level 15th.
When using the Soul Trap talent to trap a soul, you may instead choose to sever it. You do not need a gemstone and do not capture its soul. Instead the creature can no longer be resurrected except by use of spells such as *wish*, *miracle* or *true resurrection* or talents such as Supreme Resurrection[WHB] from the Life sphere.

If your permanent caster level is at least 20, a creature whose soul has been severed can only be brought back to life with a *wish*, *miracle* or *true resurrection* if the soul is located (typically, the soul is hidden somewhere important to the original creature). Magical search by a crystal ball, a locate object spell, or other similar divinations (including most effects from the Divination sphere) does not reveal the fact that a creature's soul is severed, but the wish, miracle, discern location or the Discern Location advanced talent do reveal the location of the severed soul. Even if the soul is located, attempting to resurrect the severed soul

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requires a successful magic skill check against 15 + your permanent caster level unless the effect comes from an artifact, deity, or mythic creature[MA] with more mythic tiers or ranks than you.

Nothing Shall Bear Your Name

Prerequisites: Death sphere (Soul Trap[USoP] (advanced)), Mind[USoP] sphere (Inception[USoP] (charm), Mass Charm[USoP], Powerful Charm[USoP]), caster level 15th.

When you use Cut The Cord* or Soul Trap[USoP] on a creature, any recollection of the target is wiped from existence. Any memories including that target are revised such that no creature which can be affected by your *charm* ever recalls the target's existence, their memories being revised as per the Inception *greater charm* (this effect functions even across planes). You can choose to exempt any number of creatures from the memory revisions of this talent.

If you have the Witness Across Time* advanced Time talent, you may choose to also affect all alternate timeline versions of the deceased creature you are aware of who had an equal number or fewer of Hit Dice and mythic ranks to the deceased creature with either Cut The Cord or Soul Trap, trapping or severing all of them. If using Soul Trap, all versions of the creature are trapped within the same gem and count as a single trapped soul. If using Cut The Cord, all versions of the creature's soul are confined to a single timeline which one of them occupied.

Temporal Projection

Prerequisites: Death sphere (Astral Projection[USoP] (advanced), Astral Travel[USoP] (advanced), Project Spirit[USoP] (advanced)), Time[USoP] sphere, caster level 20th.

When you use Astral Travel to travel into the astral plane, you may spend 2 additional spell points (bringing the total to 5) to allow you and your allies to travel astrally to other points in time on the planes you enter. The alternate time period reached through Temporal Projection is an alternate timeline that is functionally identical to your own in all ways, meaning that you cannot change your current timeline's history through your spirit or return to the same alternate timeline after the effect ends. You return to your original timeline when the effect ends or your new form is killed. Any objects you have brought from your original timeline return with you to the original timeline. Your Temporal Projection expires if it would be used to arrive at a point in time where another instance of your Temporal Projection is active.

If you have the Witness Across Time* advanced Time talent, you may use Temporal Projection to project your spirit into a specific alternate timeline you are aware of.

If you have the Possession[USoP] advanced Death talent and project your spirit into a timeline where an alternate version of yourself exists, you may automatically possess that alternate version of yourself. The alternate version is not allowed a saving throw to resist this possession and you may continue to possess the body for the duration of your spirit projection.

Written Out Of History

Prerequisites: Death sphere (Cut The Cord* (advanced), Nothing Shall Bear Your Name* (advanced), Soul Trap[USoP] (advanced)), Mind[USoP] sphere (Inception[USoP] (charm), Mass Charm[USoP], Powerful Charm[USoP]), Time[USoP] sphere, Warp[USoP] sphere (Distant Teleport[USoP], Timeline Drift* (advanced), Time Warp[TJH] (advanced), True Teleport[USoP] (advanced), Unseeing Teleport[USoP]), caster level 20th.

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When you use Cut The Cord in conjunction with Nothing Shall Bear Your Name on a deceased creature, you may rewrite history so that the target never existed in the first place. You create a new timeline where the deceased creature never existed or affected events and transport yourself and up to one other creature per caster level to this new timeline. Only the creatures transported from the old timeline recall the original creature that was erased and the actions that they took.

Destruction[USoP] Sphere Talents

Attracting Blast (blast type, electric)

You may change the damage type of your *destructive blast* from bludgeoning to electricity. Targets damaged by an attracting blast take a -2 penalty to AC for 1 round.

Destruction[USoP] Sphere Advanced Talents

Detonating Salvo

Prerequisites: Destruction sphere (Blast Salvo[BaP], Explosive Orb[USoP]).
When you fire a *blast salvo*, you may spend an additional spell point to replace any number of the surges with 5-foot radius explosions which deal damage as a surge and are subject to the same restrictions. Creatures in the area of the explosion are allowed a Reflex save to negate the damage. If you spend an additional spell point, each explosion covers a burst with a radius of 10 feet + 5 feet per 5 caster levels and allows a Reflex save for half damage rather than no damage.

Any creature damaged by a surge has a -4 penalty to their saving throw against any explosion created using the same *blast salvo*.

Divination[USoP] Sphere Alternate Divinations

Fate[USoP]

Divine Faith: You may *divine* the presence of creatures reverent to a specific deity, faith, cause, or community. The creature's personal interpretation of its beliefs determines whether or not it is of a specific faith—hence heretics and splinter cultists of a deity still count as worshipers of that deity. Furthermore, since the spell picks up a creature's current beliefs and feelings, a creature actively pretending to be a member of the same faith also appears to the spell to be a member. Thus, this divination is still useful in locating potential hidden members of the same faith among the general populace, but on its own, it does not weed out spies.

Technomancy*

Divine Technology: You may *divine* the presence of advanced technologies and technological creatures. You detect the location of all technological equipment within medium range as well how many sprites are contained within each object. After one round of observation, you also learn how many charges are in each object, how many batteries are attached to each object, if they are connected to another power source, and signature strength (as per **Table: Mechanism Signature Strength**[UEn]).

For the purpose of detecting technological creatures, the ability functions as *divine shapechanger*[USoP], save that rather than shapechangers it divines technological constructs and creatures with cybernetic enhancements.

Time[USoP]

Divine Time Traveler: You may *divine* whether any objects or creatures you can perceive within range have traveled through time in a significant way (an alternate "stripe" of time resulting from an inconsequential form of time travel such as using a Shadowbore[AUC] or teleportation effect for superluminal travel does not count). You determine how far each object or creature has traveled from its past or future to reach its current location in time.

Divine Date: You may *divine* the current date and time for any date-keeping system you know of.

Warp[USoP]

Divine Timeline: You may *divine* which timeline you are currently in from among alternate timelines which you know exist. This timeline may be designated by a specific title which means something to you (such as "Timeline H-34") or by certain events which distinguish it from other known timelines you know of (such as "The timeline where Horace became the Duke of Elber in the year 304").

Alternatively, you may divine the timeline of origin for creatures you can perceive within range, learning which alternate timelines these targets originally come from using the same parameters as determining your current timeline. If you are not aware of the timeline that a target came from, this divination provides a new name and distinguishing detail for this new timeline.

Divination[USoP] Sphere Advanced Talents

Detect Patronage (utility)

Prerequisites: Divination sphere (Detect Spellcaster[USoP] (divine)).
When you scan creatures with Detect Spellcaster, you may *divine* whether any targets in the area draw magical power from otherworldly forces, be they gods, beliefs, planes, or specific cosmic patrons. For each target in the area, you

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identify the names of any forces granting the character power and may attempt appropriate Knowledge checks to identify them (typically Knowledge (religion) or Knowledge (planes)). If you are using the *Distinct Magic Types variant rule*[HMH], you also know the precise types of magic the target is capable of using.

Mechanical Counterintelligence

Prerequisites: Divination sphere (Detect Scrying[USoP] (sense)).
For the purpose of your Detect Scrying talent, any cameras, recording devices, radar scans, artificial eyes, or other means of remotely observing an area by technological means are considered magical sensors. You may attempt a magic skill check against creatures trying to observe you as normal, using the observer's gizmo penetration modifier, or CR as their effective MSB.

Otherworldly Viewing

Prerequisites: Divination sphere (Greater Divine[USoP] [range], Viewing[USoP] (divine)), caster level 10th.
You may use the Viewing talent to look into other planes, with the viewing sensor appearing in a location corresponding to your location in your current plane. If you possess the Cartographer's Divination[RWH], Eyes Of The Cabal[BaP], or Sense Observation[TAH] talents, these talents now work across planes. Other talents may also be improved in this way at GM discretion.

Mind[USoP] Sphere Advanced Talents

Mindscape (charm)

Prerequisite: Mind sphere.
You shape a target's thoughts into an ethereal space for engagement.

Lesser Charm: You learn if a creature's consciousness is in a mindscape[OA]. You sense anything that they sense inside the mindscape but cannot alter the mindscape or communicate with the individual inside without the aid of another ability.

Greater Charm: You create a binary mindscape and initiate a psychic duel[OA] with the target (Will negates). This mindscape includes only two minds: yours and the target's. This charm ends and both minds return to their respective bodies if one of you drops below 0 hit points or if both of you agree to end the psychic duel (a free action that you can perform even if it is not your turn). You must succeed at a Will save to escape your own psychic duel if your opponent does not want to allow you to leave. Certain talents can also free you from the mindscape.

A binary mindscape is clearly a fabrication of the cater's imagination, and disbelieving the mindscape does not alter how the mindscape works. This charm ends at any time that you choose to depart the mindscape, freeing the target as well. Any creature that drops below 0 hit points while inside the mindscape returns to its body. If this happens to you, the charm also ends, freeing anyone still inside. This *charm* cannot be used with the Mass Charm[USoP] talent or similar effects that allow for multiple targets if you create a binary mindscape.

Powerful Charm: As *greater charm*, save that you may exist simultaneously in and outside the mindscape once you enter it. You may take a full round's worth of actions inside the mindscape as well as outside the mindscape, and do not take any penalties to AC outside of the mindscape while engaged in a psychic duel.

Mindscape Configuration

Prerequisites: Mind sphere (Mindscape* (advanced, charm)), caster level 5th.
You learn to manipulate mindscapes in a variety of ways.

Dream Distortion: By spending an additional spell point when using the mindscape charm or any of the abilities in mindscape configuration, you may affect a dreamscape as if it were a mindscape.

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Immersive Mindscape: When using the greater or powerful charm versions of mindscape, you may spend an additional spell point to create an immersive mindscape in place of a binary mindscape. You are allowed to control whether this mindscape is overt or veiled, as well as whether it is harmful or harmless. You may also determine the shape, size, and gravity of the mindscape. You must also create a method of exit from the mindscape when you manifest this power, and that method must be possible to achieve based on the traits of the mindscape, even if it is obscure or difficult. The GM decides whether a method of escape is reasonable. Anything that would be a reasonable method of waking from a dream during deep sleep could allow one to leave a mindscape. If you choose to create a veiled mindscape, the first time another creature interacts with the environment, it can attempt a Will save to disbelieve the effect. Disbelieving a mindscape reveals to that creature that it is within a mindscape and gives it the knowledge needed to leave the mindscape, but does not free it from the mindscape. If you possess the Create Demiplane[USoP] talent from the Warp sphere, you may alter the magic traits of this mindscape as you could with a demiplane.

Mindscape Door (requires Warp[USoP] sphere): While inside a mindscape, you may teleport eligible targets from the mindscape into other planes. If you are in a binary mindscape, you may teleport yourself out of the mindscape back into your body even though you cannot normally create magic sphere effects in a binary mindscape. In addition, if you can teleport into a space which contains a creature whose mind is in a mindscape, you may choose to teleport a target into their mindscape. If you attempt to use this augment to make a target enter a binary mindscape, one creature of your choice inside the binary mindscape is allowed a Will save against your warp sphere DC, being shunted out of the mindscape on a failed save. The two creatures who remain resume any ongoing psychic duel with the remaining participant if the creature fails its save, but the entering creature is shunted out if the ejected creature succeeds.

Mindscape Entity (requires IllusionUSoP sphere): By spending 1 spell point while in an immersive mindscape, you may infuse the mindscape with an illusory creature which acts believably on all accounts, plus an additional creature for every additional spell point spent. The creatures may be created anywhere in the mindscape, and may take any form. You automatically sense anything that the creatures sense and may direct the creatures to act in whatever manner you wish. The creatures last as long as the mindscape does, but you may eliminate any creature you create as a free action. Individuals who interact with the creatures are allowed a Will save against your Illusion DC to recognize them as illusions. If you use this ability while outside of a mindscape, you may generate your creations inside of the mindscape of a creature within range of your charm. The creator of this mindscape is allowed a Will save to prevent you from sending one or more creatures into their mindscape.

Mindscape Probe (requires Divination[USoP] sphere): While you are affecting a creature with the lesser charm version of mindscape, you may use any divine effects as if you were in the creature's location in the mindscape. This does not allow you to cast any non-divine magic effects in a binary mindscape.

Protection[USoP] Sphere Talents

Technological Suppression (aegis, ward)

You may spend a spell point to create a ward that represses technological functions within its area of effect. Attempt one magic skill check against the gizmo penetration[UEn] DC against each technological item[TG], robot[B6], creature with cybertech[TG] components, and other effect created through technological means within the area. Technological items have a gizmo penetration DC of their craft DC -4, and creatures have a gizmo penetration DC of 10 + their CR. If your check exceeds the gizmo penetration DC of an item, any

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of the item's ongoing effects that use charges immediately end. If your check exceeds the gizmo penetration DC of a creature, that creature must succeed at a Fortitude save each round they remain in the ward. Failure indicates that robots and other technological constructs are helpless for 1 round, while partially technological creatures like androidsPotS or cyborgs are staggered for 1 round.

Any time a creature in the area would spend charges from a technological item, they must succeed at a gizmo penetration check against your MSD (using the item's craft DC -15 or the source's CR in place of a gizmo penetration check if the item or creature is not a gizmo). On a failure, no charges are spent and the action has no effect. On a success, the item functions normally.

You may also spend 2 spell points instead of 1 to create an *aegis* that grants the target protection from technological effects. Whenever the target would be affected by an effect from a technological item or technological construct which imposes a condition or damage type other than bludgeoning, piercing, or slashing damage, the source of the effect must attempt a gizmo penetration check against your MSD (using the item's craft DC -15 or the source's CR in place of a gizmo penetration check if the item or creature is not a gizmo). On a failure, any conditions or damage besides bludgeoning, piercing, or slashing damage from the effect do not take effect.

Protection[USoP] Sphere Advanced Talents

In addition to new talents, the following section contains revisions to the Antimagic Aura[USoP], Pithing Protection[CC2] and Spell Selectivity[DbH] talents appropriate for a high-tech game.

Antimagic Aura

Prerequisites: Protection sphere (Spell Ward[USoP] (aegis, ward) or Technological Suppression* (aegis, ward)), caster level 10th.

When creating a Spell Ward, you may spend an additional spell point to improve the ward's abilities: The ward stops all magic and summoned creatures without the need for a magic skill check. If this ward is pitted against a summoned creature that has spell resistance, you must still attempt a magic skill check against the creature's spell resistance to banish it.

When creating a Technological Suppression ward, you may spend an additional spell point to improve the ward's abilities: The ward stops all technological abilities and uses of charges without the need for a magic skill check or allowance for a gizmo penetration check. If this ward is pitted against a construct or cyborg that has spell resistance, you must still attempt a magic skill check against the creature's spell resistance to affect it.

Pithing Protection

Prerequisites: Protection sphere (Spell Selectivity[DbH] (advanced); Spell Ward[USoP] (aegis, ward) or Technological Suppression* (aegis, ward)), caster level 10th.

When you use Spell Selectivity to affect one or more specific spheres or schools of magic (rather than nullify all except a chosen number of spheres), you may select individual talents or feats which require casting in place of spheres. If a specific talent is affected, all talents and feats which require that talent as a prerequisite are also affected.

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When you use Spell Selectivity to affect one or more specific categories of technological item or creature (rather than nullify all except a chosen number of technological sources), you may select individual gizmos, items, or creatures (such as arc rifles[TG], plasma grenades[TG], or gearsman robots[B5]) in place of item or creature types.

Spell Selectivity

Prerequisites: Protection sphere (Spell Ward[USoP] (aegis, ward) or Technological Suppression* (aegis, ward)), caster level 10th.

Whenever you create a Spell Ward as an *aegis* or ward, you may spend an additional spell point to choose one sphere of magic plus an additional one for every 5 caster levels you possess. Those spheres of magic are the only spheres affected by your spell ward, with casters not having to make magical skill checks or roll to bypass spell resistance if they use abilities of any other sphere.

Alternatively, you may choose to have your Spell Ward apply to all spheres except the chosen spheres or to have your Spell Ward apply only against spells from a specific source such as divine or arcane (see the High Magic Handbook pg. 17 for rules on distinct magic types). If you choose either of these options, this talent cannot be used with the Antimagic Aura talent. If two instances of Spell Selectivity would attempt to negate each other, the casters roll opposed magical skill checks, with the lower roller having their instance of the ability suppressed.

Whenever you create a Technological Suppression as an aegis or ward, you may spend an additional spell point to choose one Tinker package, creature type, or category of technological item created using a specific item creation feat, plus an additional one for every 5 caster levels you possess. Technological items of the chosen categories are the only spheres affected by your technological suppression, with creatures not having to attempt gizmo penetration checks if they use abilities of any other technological source.

Alternatively, you may choose to have your Technological Suppression apply to all technological sources except the chosen sources. If you choose this option, this talent cannot be used with the Technological Nullification talent.

Telekinesis[USoP] Sphere Advanced Talents

Brutalizing Bludgeon

Prerequisites: Telekinesis sphere (Telekinetic Maneuver[USoP]), caster level 5th.

You may allow an object you are lifting to perform a bull rush, drag[APG], reposition[APG], trip, dirty trick[APG], or grapple combat maneuver in place of an attack as part of a Bludgeon. Such objects may maintain a grapple in place of making a bludgeon attack and deal their Bludgeon damage on a successful grapple. Such objects have a CMB equal to your caster level + your casting ability modifier + any size modifier for the object and a CMD equal to this value +10.

Time[USoP] Sphere Advanced Talents

Interlocutor Across Time

Prerequisites: Time sphere (Witness Across Time* (advanced)), caster level 10th.

Any of your talents and feats which allow you to send and receive information or use non-teleportation abilities across planes now also function across alternate timelines and separations in time. For example, a character with the Greater Communication[USoP] Mind sphere talent can send messages to an ally they are aware of who is currently in an alternate timeline or even in an alternate time period in that timeline (such as 100 years in the past). You must be aware of a specific alternate timeline's existence (such as having traveled from it, knowing that somebody else has traveled to it, or knowing that a portal exists to it) in order to target that timeline or anything in it. An alternate "stripe" of time resulting from an inconsequential form of time travel (such as using a Shadowbore[AUC] or teleportation effect for superluminal travel) does not qualify as an alternate timeline.

Witness Across Time

Prerequisites: Time sphere, caster level 10th.

Any of your talents and feats which allow you to receive (but not send) information across planes now also function across alternate timelines and separations in time. For example, a character could Scrying[USoP] or Viewing[USoP] from the Divination sphere to look at a location at a different point in time in another timeline they are aware of. You must be aware of a specific alternate timeline's existence (such as having traveled from it, knowing that somebody else has traveled to it, or knowing that a portal exists to it) in order to target that timeline or anything in it. An alternate "stripe" of time resulting from an inconsequential form of time travel (such as using a Shadowbore[AUC] or teleportation effect for superluminal travel) does not qualify as an alternate timeline.

Warp[USoP] Sphere Talents

Pullback (space)

You may cause a creature or object's location in space and time to become sticky. At the end of each turn, you may have the target be *teleported* to the location it began the turn at (even if the target is *teleported* or sent to another

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plane). The affected creature or a creature in possession of the affected object is allowed a Will saving throw to avoid the target being *teleported* back to its original location. This effect lasts as long as you concentrate, but you may spend a spell point to allow it to remain for 1 round per caster level without concentration.

If you have the Dimensional Aegis[USoP] feat, you may apply Pullback to a creature as a (succor) effect. If you do, it has a duration of 1 round.

Warp[USoP] Sphere Advanced Talents

Timeline Drift

Prerequisites: Warp sphere (Distant Teleport[USoP], Unseeing Teleport[USoP]), caster level 10th.

You may spend 2 additional spell points to teleport to your present time in an alternate timeline. You must be aware of the specific alternate timeline you are trying to reach, as well as the location (within your normal *teleport* range) you would like to appear (if you do not know a specific location to appear on that timeline you may still use this ability, but you run the risk of appearing anywhere within your *teleport* range in the new timeline). Even if you do have a specific location in mind, you always appear 5 to 500 miles (5 × d100) from your intended destination.

Warping Frenzy

Prerequisites: Warp sphere (Pouncing Teleport[USoP], Segmented Warp[USoP]), caster level 5th.

When you use Segmented Warp in combination with Pouncing Teleport to make a full attack or attack action after a teleport, you may spend an additional spell point to *teleport* again after any attack you make this turn, dividing your remaining *teleport* range into increments between each attack and after your last attack. You must teleport at least 5 feet each time you *teleport*. The total distance covered by all *teleports* cannot be longer than the maximum range of your *teleport* ability.

Combat Talents

Athletics[SoM] Sphere Talents

Cruise Control

As long as you maintain martial focus, you reduce the action cost required to perform a driving action[UC] (if driving a vehicle) or crew action[PGtS] (if aboard an airship or similar vehicle) by one step (full-round action > standard > move > swift > free), though you can never reduce the action cost required to utilize an immediate action.

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Ducking Charge

You may fight defensively while charging. When making a combat maneuver at the end of the charge, you do not take the attack penalty from fighting defensively.

Ready To Ride

Whenever you begin piloting a mech*, leave a mech, mount a vehicle or creature, or dismount a vehicle or creature as a move or standard action, you regain martial focus.

Athletics[SoM] Sphere Legendary Talents

Automatic Pilot

Prerequisites: 5 ranks in associated skill, Athletics sphere (Cruise Control*).
The action cost reduction from Cruise Control increases by 1 additional step.

Companion Aethership

Prerequisites: Athletics sphere ((fly) package or Ace Pilot).
You gain a companion aethership as the aethertech pilot cavalier[ACS] class feature. Your effective cavalier level for this companion is the highest between your base attack bonus, Fly ranks, or Profession (pilot) ranks - 3 (minimum 1).

Should you abandon your aethership or your aethership is destroyed, you may gain a new aethership after 1 week. If you are in the environment where you could easily acquire an aethership, you may instead gain that new companion in 24 hours.

Abilities that grant talents temporarily can not be used to gain this talent, such as taking the Extra Combat Talent[SoM] feat with martial flexibility or gaining it from an armiger's[SoM] customized weapon.

You may take this talent a second time. If you do, your effective aethertech pilot level when determining the effects of this talent becomes equal to the highest between your base attack bonus, ranks in Fly, or ranks in Profession (pilot).

Special: If you already possess a companion aethership, or gain one at a later time from another source, you gain the benefits of this talent as if taken twice. Your effective aethertech pilot level from this talent stacks with those from other sources, to a maximum of your character level.

If you select a gunship as your companion aethership, you may cause your gunship to only possess a space speed and no atmosphere speed. If you do, you may select this talent as a utility talent.

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Barroom[SoM] Sphere Talents

Chasing The Dragon

You may consume a drug[GMG] or stimulant* instead of imbibing an alcoholic drink to gain the drunk status, but you gain the status for double the duration (twice Constitution modifier rounds + 1 per 2 points of base attack bonus). When using *hard drinker* or any other ability that allows you to rapidly take a drink, you may consume a drug or stimulant instead of a drink (this counts as consuming a stimulant rapidly). You may ignore the negative effects of the drug or addiction so long as you retain the drunk status.

Berserker[SoM] Sphere Talents

Breakdown Beatdown (exertion)

Items damaged by your *brutal strike* become disrupted for as long as a creature would become battered by the brutal strike. While disrupted, the item's electronic or magical components cannot be activated, although constant effects remain in place (for example, a character would still benefit from the bonuses to AC granted by their armor but could not activate enhancements such as determination or armor upgrades such as a forcepack. A disrupted vehicle[UC] or mech* cannot be made to move or act, its controls locking up for the duration of the effect. The disrupted condition can be removed from a piece of equipment with a standard action. At base attack bonus +10, the time required to remove the disrupted condition increases from a standard action to a full-round action.

Cast-Crusher (exertion)

Creatures damaged by your *brutal strike* take a -1 penalty on caster level for as long as the creature is battered. This penalty increases by -1 at base attack bonus +4 and every 4 points of base attack bonus thereafter. This penalty does not stack with other uses of the same talent.

Berserker[SoM] Sphere Legendary Talents

Relentless Carnage

Prerequisites: Berserker sphere (Advancing Carnage[SoM]×2), base attack bonus +10.

When you use Advancing Carnage, additional targets do not need to be adjacent to each other and the maximum number of additional attacks made with this ability increases to your base attack bonus (minimum 1).

Duelist[SoM] Sphere Legendary Talents

Cerebral Severance (bleed)

Prerequisite: Duelist sphere.

Whenever you deal bleed damage to a creature, you may leave fluids leaking in their skull. The target cannot use telepathy to send or receive messages so long as it is bleeding. Abilities based on telepathic connection or other linking of minds (such as a tactician's collective or a symbiat's mind link) do not function while the creature is bleeding.

Dual Wielding[SoM] Sphere Talents

Tag And Snag

Whenever you use *dual attack* and successfully strike a creature with your main-hand weapon, you may forgo your off-hand weapon attack to make a grapple attempt against the target of your main-hand attack without provoking an attack of opportunity.

Equipment[SoM] Sphere Talents

Able Aim

As long as you have martial focus, the increase in range increment from aiming a weapon with the sniper weapon enhancement* applies to all attacks you make until the end of your next turn, not just the next one. You may expend martial focus to aim a sniper weapon as a move or swift action rather than a standard action.

Bullet Flood

When you attack with a weapon that has the scatter[UC] weapon quality, you ignore any cover other than total cover.

Continual Operation

Technological weapons[TG] you wield do not deactivate when you drop them. If a technological weapon would normally be turned on as a standard action, you may turn it on as a move action or as a free action by spending martial focus.

Elemental Disruption

When you deal one or more types of energy damage with a weapon attack, you may apply one of the following effects to the attack.

Blinding Flames: When you deal fire damage to a creature using a weapon attack, that creature is dazzled for 1 round. The penalties from dazzled increase by 1 for every 5 points of base attack bonus you possess.

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Caustic Conversion: When you deal acid damage to a creature using a weapon attack, any damage reduction or energy resistance that creature possesses is reduced by 2 for 1 round. This reduction increases by 1 for every 5 points of base attack bonus you possess.

Electric Arc: When you deal electricity damage to a creature using a weapon attack, choose another creature within 5 feet + 5 feet for every 5 points of base attack bonus you possess. That creature must succeed at a Reflex save or take damage equal to half the electricity damage dealt.

Flash Freeze: When you deal cold damage to a creature using a weapon attack, that creature's movement speeds are reduced by 10 feet (minimum 10 feet) for 1 round. This penalty increases by 5 feet for every 5 points of base attack bonus you possess.

Sonic Resonance: Whenever you deal sonic damage to a creature using a weapon attack, the creature takes a -4 penalty to Initiative, Perception and Sense Motive checks for 1 round. This penalty increases by 1 for every 5 points of base attack bonus you possess.

Expert Grenadier

Whenever you throw a splash weapon not gained through a sphere or class feature, you may use the higher of the splash weapon's normal save DC and a DC of 10 + 1/2 your base attack bonus + your practitioner modifier + 1/2 the splash weapon's enhancement bonus.

Faceful Of Shrapnel

When you make an attack action using a ranged weapon with the scatter[UC] weapon quality against a creature adjacent to you, add 1/2 your base attack bonus on the damage roll against that creature.

Guarding Weapon

You may treat any weapon with the blocking[UC] weapon special feature as if it were also a buckler, gaining the +1 shield bonus to AC as normal for a buckler. The weapon's enhancement bonus to attack and damage also applies to the shield bonus granted by the weapon. You lose this bonus if you attack with the weapon or wield another weapon in the same hand unless you possess an ability

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to retain your shield bonus when making a shield bash attack, such as the Bashing Shield[SoM] talent of the Shield sphere or the Improved Shield Bash feat. Making an attack with this weapon may count as making a shield bash if beneficial, but any attack which counts as a shield bash treats the weapon's critical threat range as 20 and its critical damage multiplier as ×2.

Heavy Weapon Training (discipline)

You are proficient with heavy weapons[TG] and siege weapons[UC]. **Associated Feat:** Siege Engineer[UC].

Heft Armaments (Stance[TYH])

While in this stance, you may make attack actions and attacks of opportunity with unwieldy* and slow-firing[TG] weapons as if they did not have the unwieldy or slow-firing weapon qualities. Any such attacks may still benefit from other talents that benefit from the unwieldy or slow-firing weapon qualities.

Load Bearer

You are considered to have a Strength score of 20 or your normal Strength score (whichever is higher) for the purpose of determining your ability to use weapons with a minimum Strength score for optimal use (such as composite longbows and butchering axes[AA2]). You may treat heavy weapons[TG] as firearms[UC] for the purpose of class abilities and talents.

Scatter Mastery

As long as you have martial focus, when attacking with a weapon with the scatter[UC] weapon quality, you may choose not to attack a single creature in the area. You may choose not to attack an additional creature for every 4 points of base attack bonus you possess.

Swarm Shredder

As long as you have martial focus, your weapon attacks deal half damage to swarms rather than no damage. Against tiny swarms, your weapon attacks deal full damage regardless of damage type. When attacking using a weapon with the scatter[UC] weapon quality, you deal 150% damage to swarms as if you had hit them with an area attack.

Titanic Maneuver

When you successfully perform a combat maneuver to bull rush, drag[APG], or reposition[APG] a target while wielding a melee weapon with the unwieldy* weapon special feature, increase the result of your melee attack roll by 5 when determining how far you move your target.

Weapon Cover

Any two-handed weapon you are wielding gains the blocking[UC] weapon special feature.

Equipment[SoM] Sphere Legendary Talents

Bullet Cyclone

Prerequisite: Equipment sphere.
When you attack using a weapon with the scatter[UC] weapon quality, you may expend martial focus to make the attack with the weapon as a burst centered on yourself rather than a cone. The radius of the burst is the length of the cone normally created by the weapon.

Elemental Convergence

Prerequisites: Equipment sphere (Elemental Expertise*).
When you deal multiple types of energy damage with an attack, you may apply up to two separate effects from Elemental Expertise corresponding to damage types you deal.

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Hypershot

Prerequisites: Equipment sphere (Splitshot[SoM]), base attack bonus +5.

As a special attack action, you can expend martial focus to draw, nock, and fire copious arrows in one motion with a bow, making an attack against each creature in a medium-range line (100 feet + 10 feet per base attack bonus) or close-range cone (25 feet + 5 feet per 2 points of base attack bonus). Make a separate attack roll against each creature within the area.

Each attack roll takes a –2 penalty, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells, do not foil a scatter attack. If any of the attack rolls threaten a critical, confirm the critical for that attack roll alone.

This attack expends ammunition as if you made 10 attacks and is considered to be an attack with a weapon with the scatter[UC] weapon quality.

You may take this talent a total of three times, up to once per 5 base attack bonus you possess. If taken twice, increase the size of the cone to a medium (100 feet + 10 feet per base attack bonus) and the size of the line to long (400 feet + 40 feet per base attack bonus). If taken three times, increase the size of the cone to long range.

Improved Boost

Prerequisite: Equipment sphere.

When you augment a weapon's damage using the *boosting** or *kicking** weapon special abilities, the ability also increases the damage of the weapon's second attack made before the end of your next turn. You may expend martial focus to use the *boosting* or *kicking* special abilities as a free action rather than a move action.

Manifold Grip

Prerequisite: Equipment sphere.

You may wield any melee weapon that can be wielded in two hands in two or more hands. For every hand beyond the second, you gain a bonus on damage rolls with that weapon equal to half your Strength modifier (for a total of 2 × your Strength modifier on weapons wielded in 3 hands, 2.5 × your Strength modifier on weapons wielded in 4 hands, and so on).

Nova Blast

Prerequisite: Equipment sphere.

When you successfully attack using a weapon with charges[TG], you can expend all the weapon's remaining charges to deal additional damage, after which the weapon deactivates. The amount of additional damage is equal to 1d4 for every point of enhancement bonus the weapon has (minimum 1d4). If the weapon has at least one-fourth, one half, or three quarters of its charges remaining, the additional damage die size increases to d6s, d8s, or d10s respectively.

Optimize Magic Weapon

Prerequisite: Equipment sphere.

While wielding a magic weapon, you treat its enhancement bonus as 1 higher for the purpose of calculating the effects of magic weapon special abilities on the weapon (but not attack and damage rolls with the weapon). This increase to enhancement bonus improves by 1 for every 5 points of base attack bonus you possess. A weapon cannot have an effective enhancement bonus higher than +6.

Rapid Recharger

Prerequisite: Equipment sphere.

When you recharge a non-firearm aethertech device[ACS] using an aetheric capacitor, you may do so as a move action. You may insert or eject a battery from a non-firearm object as a swift action rather than a move action. **Associated Feat:** Efficient Recharger[ACS].

Steady Gunner

Prerequisite: Equipment sphere.

You may use Strength in place of Dexterity when making attack rolls using weapons with the scatter[UC] weapon quality or that attack multiple targets in an area. As long

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as you have martial focus, you may add your Strength modifier to damage rolls with weapons with the scatter weapon quality or that attack multiple targets in an area.

Fencing[SoM] Sphere Talents

Exploitative Strike

As long as you have martial focus, you may make a *fatal thrust* against a creature who is dazzled or who is suffering Perception penalties from the deafened condition.

Gladiator[SoM] Sphere Talents

At My Mercy

Whenever a creature fails a saving throw against one of your abilities, you may *boast* as a swift action.

Gladiator[SoM] Sphere Legendary Talents

Shock And Awe

Prerequisites: Gladiator sphere (Cow Enemy[SoM] (demoralization)).

If you have dealt weapon damage to multiple enemies in the same turn, you may attempt an Intimidate check to *demoralize* any number of the damaged enemies within range of your strike fear ability as a swift action.

Guardian[SoM] Sphere Talents

Extended Guard

While fighting defensively or taking the total defense action, allies within your reach benefit from any AC bonuses you receive from these actions. You may take this talent a second time, in which case allies within your *patrol* benefit from any AC bonuses you receive from these actions.

Insulate (zone)

Allies within your *patrol* gain DR 1/- and energy resistance against acid, cold, electricity, and fire equal to twice this damage reduction. This damage reduction increases by 1 for every 5 points of base attack bonus you possess. This damage reduction and energy resistance stack with any damage reduction or energy resistance the target already possesses.

Scout[SoM] Sphere Talents

Blitz Tactics

You may act in a surprise round regardless of your Perception roll. You may *scout* a creature you can perceive as part of rolling initiative.

Social Probing

Whenever you successfully use the *scout* ability against a creature, you reduce the DC of Bluff, Diplomacy, and Intimidate checks attempted against the creature by 1. For every 4 ranks you possess, treat the DCs as an additional 1 point lower. You may outwit[SoG] a creature by ending the effects of your scout on them, in which case you cannot scout them again for 24 hours.

Sniper[SoM] Sphere Talents

Concentrated Burst

When you make a *deadly shot* with a scatter[UC] weapon when there is only a single target in the area, you may choose to focus fire on that target. If you do, roll your *deadly shot* damage as if the weapon did not have the scatter weapon quality.

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Harrying Fire

As long as you have martial focus, whenever you miss a target with your *deadly shot*, if you miss by 10 or less, the target takes a -2 penalty to AC or attack rolls for 1 round, chosen when you make the attack.

Tinker[UE] Sphere Legendary Talents

Dynamic Repurposing

Prerequisite: Tinker sphere.
You may attach your Tinker sphere batteries to technological items[TG] which use charges. You may deplete any number of attached batteries (or equivalent power sources) on such an item to grant the item one charge for every battery depleted.

Warleader[SoM] Sphere Talents

Make It Hurt (Shout)

You may expend your martial focus to use this *shout*, causing all allies in the area to threaten a critical hit on a 19 or 20 on their attack rolls (or using the normal critical threat range of their weapon, whichever is better). Allies affected by this *shout* gain a morale bonus on critical hit confirmation rolls equal to half your ranks in Diplomacy.

Warleader[SoM] Sphere Legendary Talents

Watch My Back (Tactic)

Prerequisites: Guardian sphere (Extended Guard*), Warleader sphere.
Any ally affected by this *tactic* may share any AC bonuses granted from fighting defensively or taking the total defense action with allies within their reach.

Skill Talents

Artifice[SoG] Sphere Talents

Swift Repair (Utility)

When attempting a Craft check to repair an item, you may perform a day's work of crafting over 1 hour. You may repair mechs* at a rate of 5 hp per hour rather than per day using Craft (mechanical) checks. When attempting a Craft check to repair an object, you may take 20 on checks attempted to determine how much you repair or how much it costs to repair. Taking 20 in this way does not require extra time.

Faction[SoG] Sphere Exceptional Talents

Arsenal Of Upgrades (Supply)

Prerequisite: Faction sphere.
Your item requisition can be for any cybertech[TG] or graft[HA] available in your faction's area. You must still take time to install any cybertech or grafts on your body, though as part of the requisition the faction can supply a doctor with a Heal modifier equal to the primary skill modifier of a retainer corresponding to your associated skill ranks. This doctor will install any cybernetics or grafts that you requisition with this talent but will not remain after they are installed.

High-Tech Facilities (Supply)

Prerequisite: Faction sphere.
Your item requisition can be for any pharmaceuticals[TG], technological items[TG], technological armor[TG], or technological weapons[TG] available in your faction's area.

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Take The Shot (plan)

Prerequisites: Faction sphere (Armed Retainer[SoG] (retainer), Logistical Genius[SoG] (plan)).

By spending 3 authorizations as a plan, you may reveal the existence of a single warden retainer within long range who has a weapon drawn and ready to attack. You may allow the retainer to make a single standard action as part of revealing this plan. If the location of the warden is exceptionally difficult to reach, you must attempt a check with your associated skill to determine if your warden was able to be placed properly. The DC for this check is set by the GM, generally either DC 10 + the highest Perception modifier among guardians in the area or DC 10 + twice the highest challenge rating among all guardians of the area.

Spellhacking[SoG] Sphere Talents

Machine Hacker

You may use control mishap on a technological item[TG] whenever it would trigger a glitch[TG] and may use hack magic on technological items as if they were magic items. You may also coax a mishap out of a technological item in the same manner as you could a magical item. When attempting checks as part of such actions, you use Craft (mechanical) in place of your normal associated skill.

Guide Function (hack)

Target: one magic item

You configure the item to be more likely to succeed or fail on the next action taken using it. When the item would be used to make an attack roll or magic skill check, the user rolls their d20 twice and you choose the result. This hack then ends. For every 5 ranks you possess in your associated skill, this hack affects one additional roll.

Vocation[SoG] Sphere Talents

Chronicler (trade, utility)

You gain Knowledge (dungeoneering), Knowledge (nature), Knowledge (planes), and Knowledge (religion) as class skills. You may use the higher of your Intelligence and Wisdom modifier on Monster Lore checks attempted with Knowledge skills.

Fabulist (trade, utility)

You gain Knowledge (arcana), Knowledge (nature), Knowledge (planes), and Knowledge (religion) as class skills. You may use the higher of your Intelligence and Charisma modifier on Monster Lore checks attempted with Knowledge skills.

Origin[SoO] Talents

Aptitude[SoO] Sphere Auxiliary Talents

Evasive Caster

You gain a +2 dodge bonus to AC against attacks of opportunity provoked by spellcasting and against readied actions triggered by spellcasting.

Lockdown Guard

While fighting defensively or taking the total defense action, you cannot be flanked or caught flat-footed.

Low Profile

You increase any AC and saving throw bonuses from cover or total cover by 2.

Aptitude[SoO] Sphere Utility Talents

Methodical Tunneler (utility)

You can dig through soil at a rate of 5 feet per minute or stone at a rate of 1 foot per minute. When you dig, you can leave a stable tunnel behind.

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Aptitude[SoO] Sphere Variations

Material Sensation

When you select the Blindsense[SoO] (tremorsense) talent, you may gain it a second time as a bonus talent. If you do, choose a specific material such as wood, water, metal, or stone. Your tremorsense only detects vibrations through the chosen material, its range extending only as far as a surface of the chosen material extends, out to a maximum of the tremorsense's normal range.

Surge Of Excellence

When you take the Extreme Specialization[SoO] talent, you may choose to only gain the ability score modifications of the talent while in a surging state. You may spend martial focus as a free action, outwit a target, or take a -2 penalty to AC for 1 round. to enter a surging state for 1 round. Alternatively, you may spend a spell point as a free action to enter a surging state for 1 round per level. If you take this variation, you may select Extreme Specialization as an auxiliary talent rather than a potent talent.

Essence[SoO] Sphere Auxiliary Talents

Ecstatic Fortune

Whenever you roll a natural 20 on a die roll, you gain a +1 morale bonus on all rolls of that type until the end of your next turn.

Gravity Standardization

You can adjust your personal gravity as a standard action. You can treat high or low gravity[PotS] as standard gravity or treat standard gravity as high or low gravity. These adjustments affect only you and anything you carry, but not thrown weapons. You cannot adjust to or from extreme or zero gravity. This adjustment remains in effect until you spend another standard action to return to their environment's natural gravity. Entering an environment with a different gravity also cancels any ongoing gravitational adjustment.

Ill Tidings

Whenever one of your abilities forces a creature to reroll a d20, they take a -2 penalty on the rerolled result.

Metabolize Magic

The MSD of any effect which targets you and is created by a magic item is 2 higher.

Essence[SoO] Sphere Exceptional Potent Talents

Conduit Of Magic

Prerequisite: Essence sphere.
Choose a magic sphere. Whenever another creature targets only you with a magic sphere effect using that sphere which costs 2 or more spell points, that effect costs 1 fewer spell point (minimum 1).

Essence[SoO] Sphere Exceptional Auxiliary Talents

Versatile Augmentation

Prerequisites: Essence sphere (Elemental Augmentation[SoO] (potent)).
You may change your damage type from Elemental Augmentation to sonic, positive energy, or negative energy damage. When you use Elemental Augmentation, you may change the damage type to any type of damage which could be selected by the talent and which you have taken within the last minute (for example, if you took fire damage, you could activate Elemental Augmentation and have it deal fire damage even if it normally deals cold damage).

Essence[SoO] Sphere Variations

Elemental Redirection

You may select Elemental Augmentation[SoO] as an auxiliary talent. If you do, you may only gain its benefits if you have taken 1 point of energy damage within the last minute.

Void Flier

When you select the Magical Flight[SoO] talent, you may gain it a second time as a bonus talent. If you do, your magical flight speed is only usable in environments of no gravity such as the void of space.

Form[SoO] Sphere Auxiliary Talents

Adaptable Posture

As a move action, you may shift the position of two or more of your arms to serve as legs, increasing your movement speed by 10 feet for every 2 arms shifted for as long as they are in leg posture. Arms in leg posture cannot hold objects or wield weapons, automatically dropping anything they are carrying. You may return any number of your arms to arm posture as a move action.

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Cybernetic Tolerance

For the purpose of determining your cybernetic implantation value[TG], you have a Constitution and Intelligence score of 20 or your actual ability score +4, whichever is higher.

Cybernetics and Origin Traditions

Cybernetics pose many of the same questions as magic item slots, raising questions about how a gelatinous creature or one with no legs would slot in certain implants. The easiest method of resolving this problem is to make cybertech effectively slotless, allowing characters to install as many modifications as they wish so long as the combined implantation value of all cybertech is considered.

Limb Regrowth

If you lose an arm, leg, tail, or other limb, you regenerate that limb over the course of 24 hours. While the limb is regenerating, you continue to suffer penalties as if you did not possess that limb and cannot use abilities tied to that limb (for example, making claw or tail attacks with the missing arm or tail). See the Limb Ripper[SoM] talent of the Wrestling sphere to determine the penalties for losing an arm or leg. As a swift action, you may sever one of your own limbs to immediately end the grappled or entangled condition on yourself.

Reflective Body

Your body repels energy, granting you a +2 bonus to AC against ray attacks and attacks that do not deal piercing, bludgeoning, or slashing damage.

Form[SoO] Sphere Phenomenal Potent Talents

Dactyl Network

If you have another ally with this talent within your reach, you may wield objects, weapons, and shields as if you had one additional hand.

Form[SoO] Sphere Phenomenal Auxiliary Talents

Standardized Adaptation

You may wield weapons and shields as if you were a creature of Medium size regardless of your actual size.

Form[SoO] Sphere Variations

Empty Body

You may choose to gain the Void Denizen[SoO] talent as a bonus talent. If you do, you can no longer benefit from alchemical bonuses, potions, formulae, tinctures, or other ingested items.

Underfoot Grip

Your feet function more like hands and are thus poorly suited to movement. You may reduce all of your movement speeds by 10 feet (to a minimum of 5 feet) to gain Convenient Appendage[SoO] as a bonus talent. You cannot select this talent if any movement speed has reached the minimum.

Sphere-Specific Drawbacks

Artifice[SoG] Sphere Drawbacks

Fixer

You cannot create trinkets (nor can you benefit from talents that augment them) and you lose the function granted by your chosen package. You gain Swift Repair* with this drawback.
Special: This drawback can be taken as a [utility start].

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Athletics[SoM] Sphere Drawbacks

Magnetic Maneuvers

You only benefit from your Athletics packages while moving along a metal or otherwise magnetic surface. You gain either Sure Grip[SoM] or Tumbling Recovery[SoM] with this drawback.

Barroom[SoM] Sphere Drawbacks

Junkie

You do not gain the drunk status from conventional alcoholic drinks but only from a specific drug of your choice (or other drugs at GM discretion). You gain Chasing The Dragon* as a talent from this drawback.

Spellhacking[SoG] Sphere-Specific Drawback

Mundane Hacker

You may not affect magic items with control mishap or hack magic. You gain the Machine Hacker* talent. You may select Craft (mechanical) as your associated skill.

Technomancy* Sphere-Specific Drawbacks

Machine Gremlin

Your *sprites* cannot be used to enhance machinery. You cannot use the Boost program with your *sprites.*

Outmoded Encroachment

The hazardous effects of your *sprites* are stopped by commonplace countermeasures. You cannot use the Drain and Interfere programs with your *sprites.*

Relic Wielder

Your ability to interfere with magical equipment does not extend to technological devices. You cannot use your Technomancy sphere abilities to affect technological items. You must select the Relic Manipulation* advanced talent with this drawback.

Volatile Sprites

Your *sprites* cause machines to act erratically. You gain Glitch-Prone Sprites* as a bonus talent, but all of your *sprite* hosts are always considered timeworn for the purpose of triggering glitches. This drawback does not grant any additional bonus talents.

General Drawbacks

Planebound Magic

Your magical power is restricted to a realm outside of normal reality, typically in an extraplanar or virtual existence. Choose a plane other than the Material Plane or your native plane. When you attempt to use a magic sphere effect on any other plane, you must succeed at a Knowledge (planes) check to use any sphere ability. The DC of this skill check is 15 + the ability's caster level. On a failure, the sphere effect fails. This drawback counts as 2 drawbacks for the purposes of determining boons.

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Restricted Channels

Only a portion of your magic can be diverted to its most potent or limited effects. You cannot spend more than 1/2 your total spell points per day on effects that cost 1 spell point. You cannot spend more than 1/X of your total spell points per day on effects that cost 2 or more spell points, where X is the spell point cost of the effect (for example, only 1/5 of your spell points per day may be spent on effects which cost 5 or more spell points).

Traditions

The following casting traditions and unified traditions have been implemented to accommodate some of the more unusual types of magic in the Arcforge setting and to offer distinct flavor to the magical and martial abilities of characters of various nationalities. Note that not all characters of this nationality are required to possess these traditions, and indeed not all spellcasters or soldiers who serve the nation will use these specific styles. Rather, many of these traditions are intended to embody the values and philosophies of these groups in times of conflict.

Akashic Tech

Akasha on Vandara represents a refined integration of technological and magical knowledge, a tool metaphysically sculpted onto its user to augment their abilities.

Casting Ability Modifier: Charisma, Intelligence, or Wisdom

Drawbacks: Akashic Spells[SoA], Clarke Compliance[UEn], Imbued Power[SoA]×2, Incompatible Energies[CSSP], Magical Signs[USoP]

Boons: Alien Source[CSSP] (Technomancy*), Essence Empowerment[SoA], Essence Pool[SoA] (2 drawbacks)

Qlippoth Psionics

The psionic power of the Qlippoth and their progeny relies heavily upon technological influences that are prone to momentarily distorting the surrounding environment. These powers often demand great concentration to properly enunciate.

Casting Ability Modifier: Charisma, Intelligence, or Wisdom

Drawbacks: Clarke Compliance[UEn], Magical Signs[USoP], Mental Focus, Incompatible Energies[CSSP]

Boons: Alien Source[CSSP] (Technomancy*), +1, +1 per 3 levels in casting classes.

Incantations[USoP]

Cloister Timeline

When a specific timeline is deemed too dangerous for contact as a result of cosmic meddling or some other unique concern, a complex twist of temporal magic can be invoked to ensure that no mortal traveler can ever access the continuity ever again. As the threads of causality are unraveled and restitched, the timeline itself becomes lost in the mire of existence.

Sphere Warp[USoP]; Level 9th

Skill Checks in order—Knowledge (history) DC 38 4 successes, Knowledge (planes) DC 38 2 successes, Disguise DC 38 3 successes

Casting Time 3 days

Components V, S, F (great crystalline wheel worth 50,000 gp)

Secondary Casters 5

Area special

Duration instantaneous

Description As they envision the complex connections between timelines, the casters invest their insights of many worlds into the crystalline wheel as it moves the timeline through higher dimensions. When the incantation is complete, it becomes impossible for anyone in the timeline to travel to or from any alternate timelines that the casters were aware of at the time of casting.

Backlash The primary caster and all secondary casters suffer 1d4 negative levels.

Failure The Primary caster and all secondary casters suffer 2d4 negative levels and are affected by a dimensional anchor effect (as the Warp sphere Plane Manipulator[USoP] (space) talent) for 24 hours. All creatures not native to the timeline become aware that the casters attempted to excise the timeline.

Escalation If this incantation is completed in 6 locations over the course of a month, the incantation may be performed remotely, allowing the casters to cloister a timeline which they are not currently in.

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CHAPTER 6:

SPELLS, POWERS, AND VEILS

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Spells

Bard Spell List

0-level Bard Spells

Chronologue: Learn location in time/timeline.
Detect Time Traveler: Detect if subjects have traveled through time.
Minor Propulsion: Push object in vacuum.

2nd-level Bard Spells

Voidsong: Create atmosphere around creature or object.

3rd-level Bard Spells

Vessel Of Awe: Vehicle shines with brilliant light.

6th-level Bard Spells

Locate Prodigy: Tracks a creature with abilities of your choice.
Shared Lore: Share magical knowledge with other creatures.

Cleric/Oracle[APG] Spell List

0-level Cleric/Oracle Spells

Chronologue: Learn location in time/timeline.
Detect Time Traveler: Detect if subjects have traveled through time.
Minor Propulsion: Push object in vacuum.

2nd-level Cleric/Oracle Spells

Voidsong: Create atmosphere around creature or object.

5th-level Cleric/Oracle Spells

Bind Undead: Permanently entrap undead in your service.

7th-level Cleric/Oracle Spells

Excise: Prevent a soul from being resurrected.
Shared Lore: Share magical knowledge with other creatures.

9th-level Cleric/Oracle Spells

Locate Prodigy: Tracks a creature with abilities of your choice.

Druid Spell List

0-level Druid Spells

Chronologue: Learn location in time/timeline.
Detect Time Traveler: Detect if subjects have traveled through time.
Minor Propulsion: Push object in vacuum.

9th-level Druid Spells

Locate Prodigy: Tracks a creature with abilities of your choice.

Inquisitor[APG] Spell List

0-level Inquisitor Spells

Chronologue: Learn location in time/timeline.
Detect Time Traveler: Detect if subjects have traveled through time.

6th-level Inquisitor Spells

Excise: Prevent a soul from being resurrected.

Magus[UM] Spell List

0-level Magus Spells

Chronologue: Learn location in time/timeline.
Detect Time Traveler: Detect if subjects have traveled through time.
Minor Propulsion: Push object in vacuum.

2nd-level Magus Spells

Voidsong: Create atmosphere around creature or object.

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Occultist[OA] Spell List

0-level Occultist Spells

Chronologue: Learn location in time/timeline.
Detect Time Traveler: Detect if subjects have traveled through time.
Minor Propulsion: Push object in vacuum.

6th-level Occultist Spells

Shared Lore: Share magical knowledge with other creatures.

Psychic[OA] Spell List

0-level Psychic Spells

Chronologue: Learn location in time/timeline.
Detect Time Traveler: Detect if subjects have traveled through time.
Minor Propulsion: Push object in vacuum.

7th-level Psychic Spells

Excise: Prevent a soul from being resurrected.
Shared Lore: Share magical knowledge with other creatures.

9th-level Psychic Spells

Locate Prodigy: Tracks a creature with abilities of your choice.

Shaman[ACG] Spell List

0-level Shaman Spells

Chronologue: Learn location in time/timeline.
Detect Time Traveler: Detect if subjects have traveled through time.

9th-level Shaman Spells

Locate Prodigy: Tracks a creature with abilities of your choice.

Sorcerer/Wizard Spell List

0-level Sorcerer/Wizard Spells

Chronologue: Learn location in time/timeline.
Detect Time Traveler: Detect if subjects have traveled through time.
Minor Propulsion: Push object in vacuum.

2nd-level Sorcerer/Wizard Spells

Voidsong: Create atmosphere around creature or object.

4rd-level Sorcerer/Wizard Spells

Vessel Of Awe: Vehicle shines with brilliant light.

5th-level Sorcerer/Wizard Spells

Bind Undead: Permanently entrap undead in your service.

7th-level Sorcerer/Wizard Spells

Excise: Prevent a soul from being resurrected.
Shared Lore: Share magical knowledge with other creatures.

9th-level Sorcerer/Wizard Spells

Locate Prodigy: Tracks a creature with abilities of your choice.

Spiritualist[OA] Spell List

5th-level Spiritualist Spells

Bind Undead: Permanently entrap undead in your service.

6th-level Spiritualist Spells

Excise: Prevent a soul from being resurrected.

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Summoner[APG]/Unchained Summoner[PFU] Spell List

0-level Summoner/Unchained Summoner Spells

Chronologue: Learn location in time/timeline.
Detect Time Traveler: Detect if subjects have traveled through time.

Witch[APG] Spell List

0-level Witch Spells

Chronologue: Learn location in time/timeline.
Detect Time Traveler: Detect if subjects have traveled through time.
Minor Propulsion: Push object in vacuum.

2nd-level Witch Spells

Voidsong: Create atmosphere around creature or object.

5th-level Witch Spells

Bind Undead: Permanently entrap undead in your service.

7th-level Witch Spells

Excise: Prevent a soul from being resurrected.
Shared Lore: Share magical knowledge with other creatures.

9th-level Witch Spells

Locate Prodigy: Tracks a creature with abilities of your choice.

Spell Descriptions

Bind Undead

School necromancy; **Level** cleric/oracle 5, sorcerer/wizard 5, spiritualist 5, witch 5
Casting Time 1 hour
Components V, S, M (incense and ritual components worth at least 250 gp per HD of undead)
Range close (25 ft. + 5 ft./2 levels)
Target one undead creature under your control
Duration instantaneous
Saving Throw none; **Spell Resistance** no
This spell permanently binds undead creatures into your service. The target undead must be under your control from

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an effect such as Command Undead or *control undead*. The target undead creature is no longer entitled to attempt Will saves against these effects and is under your complete control.

Undead under your control from this spell still count towards the number of undead you can control and are dismissed as normal if you exceed your normal limit.

Chronologue

School divination; **Level** bard 0, cleric/oracle 0, druid 0, inquisitor 0, magus 0, occultist 0, psychic 0, shaman 0, sorcerer/wizard 0, summoner/unchained summoner 0, witch 0
Casting Time 1 standard action
Components V, S, M
Range personal
Target you
Duration instantaneous
Saving Throw none; **Spell Resistance** no
You identify your location in time, learning the current date and time for any date-keeping system you know of. In addition, you learn which timeline you are currently in from among alternate timelines which you know exist. This timeline may be designated by a specific title which means something to you (such as "Timeline H-34") or by certain events which distinguish it from other known timelines you know of (such as "The timeline where Horace became the Duke of Elber in the year 304").

Detect Time Traveler

School divination; **Level** bard 0, cleric/oracle 0, druid 0, inquisitor 0, magus 0, occultist 0, psychic 0, shaman 0, sorcerer/wizard 0, summoner/unchained summoner 0, witch 0
Casting Time 1 standard action
Component V, S
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 min./level (D)
Saving Throw none; **Spell Resistance** no
You determine any unusual temporal translocations among targets in front of you. This functions as *detect magic*, save that you divine the following information.

1st Round: Whether any objects or creatures within range have traveled through time or timelines in a significant way (an alternate "stripe" of time resulting from an inconsequential form of time travel such as using a Shadowbore[AUC] or teleportation effect for superluminal travel does not count).

2nd Round: Which objects or creatures within range have traveled through time or timelines.

3rd Round: You determine how far each object or creature has traveled from its past or future to reach its current location in time. You also learn which alternate timelines these targets originally come from using the same parameters as determining your current timeline. If you are not aware of the timeline that a target came from, this divination provides a new name and distinguishing detail for this new timeline.

Excise

School necromancy, **Level** cleric/oracle 7, inquisitor 6, psychic 7, sorcerer/wizard 7, spiritualist 6, witch 7
Casting Time 1 standard action
Components V, S, M (powder of pumice stone)
Range touch
Target corpse which has died within 1 round per caster level
Duration permanent
Saving Throw none; **Spell Resistance** no
You render a soul unrecognizable to any form in the material world and thus unable to return. Once you have severed the soul, it cannot be returned to life or animated as an undead creature. A *wish* or *miracle* spell still functions, but requires a successful caster level check against a DC of 10 + the caster level of excise.

Mythic[MA] Excise

Any recollection of the target is wiped from existence. Any memories including that target are revised such that no creature which can be affected by compulsion effects ever recalls the target's existence, all of their memories being revised as per the memory modification power which affects all of their memories regarding the target (this effect functions even across planes). You can choose to exempt any number of creatures from the memory revisions of this power.

Augmentation (8th): If you expend 4 uses of mythic power, you may choose to also affect all alternate timeline versions of the deceased creature you are aware of who had an equal number or fewer of Hit Dice and mythic ranks to the deceased creature with this power, destroying all of them.

Augmentation (10th): If you spend 8 uses of mythic power, you may rewrite history so that the target never existed in the first place. You create a new timeline where the target never existed or affected events and transport yourself and up to one other creature per manifester level to this new timeline. Only the creatures transported from the old timeline recall the original creature that was erased and the actions that they took.

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Locate Prodigy

School divination; **Level** bard 6, cleric/oracle 9, druid 9, psychic 9, shaman 9, sorcerer/wizard 9, witch 9
Casting Time 1 hour
Components V, S, DF
Range unlimited
Target one creature
Duration instantaneous
Saving Throw none; **Spell Resistance** no
You reach out for a source of magical potential somewhere in the universe. You name a type of magical potential you are looking for in a creature, such as the ability to cast spells of a certain level, list, or sphere (or in certain cases, the capacity of creatures to learn such magic given their current ability scores). You may add other specifications to this naming such as creature type, alignment, distance from you, or your prior knowledge of them. Once you have named your parameters, the spell gives you the location of a matching creature as per *discern location*.

Minor Propulsion

School evocation; **Level** bard 0, cleric/oracle 0, druid 0, magus 0, occultist 0, psychic 0, sorcerer/wizard 0
Casting Time 1 swift action
Components S
Target personal
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** no
You create a minor surge of kinetic energy that adjusts your floating trajectory. For the spell's duration and while in an environment without gravity, you may move up to 10 feet per round in a single direction. Changing direction requires you to cast this spell a second time.

Shared Lore

School divination; **Level** bard 6, cleric/oracle[APG] 7, occultist 6, psychic 7, sorcerer/wizard 7, witch 7
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one willing creature/level
Duration 1 round/level
Saving Throw Will negates (harmless); **Spell Resistance** yes
Infusing others around with magical knowledge, you share their magical knowledge temporarily. All affected creatures treat the spells known of other affected creatures as if they themselves knew them, and if they are a spontaneous caster can cast them using their own spell slots. If the character is not a spontaneous caster, they may expend a use of a prepared spell or limited-use spell-like ability to cast known spells of equivalent or lower level. The spells need not be on the creature's spell list in order for them to cast it using this spell.

Vessel Of Awe

School evocation [light]; **Level** bard 3, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S
Range touch
Target vehicle[UC] touched
Duration 1 hour/level
Saving Throw Fortitude negates (object), see text; **Spell Resistance** yes
The vehicle gleams with a brilliant light, piercing the heavens and awing those who look upon the vessel. The vehicle sheds bright light throughout its form and out to 100 feet around it. Creatures who look at the vehicle become fascinated for up to 1 minute (Will save reduces to dazzled). Characters operating the vehicle are immune to this spell's effects.

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Voidsong

School transmutation [sonic]; **Level** bard 2, cleric/oracle 2, magus 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components S, M (a vial of oxygen)
Range touch
Area 50-ft. radius sphere centered on creature or object touched
Duration 1 minute/level
Saving Throw Will negates (object); **Spell Resistance** no
You create an expansive atmosphere centered on a nearby entity, enabling sound to travel within the area regardless of normal conditions. Creatures can speak and understand each other while within the field and may use verbal components and effects such as bardic performance which require hearing. This does not enable creatures to breathe in this environment, only for sound to travel. Even when a bard is casting this spell, it requires no verbal component.

Psionic Powers

Aquanaut[CSWoT] Power List

1st-level Aquanaut Powers

Environment Shield [network]: Insulate target against surrounding environment.
Temporal Orientation: Know your location in space and time.

2nd-level Aquanaut Powers

Extradimensional Waymaking [network]: Gain a +10 enhancement bonus on movement speeds.
Facilitate Alteration: Target takes -2 penalty to saves against psychometabolism effects, gain +5 bonus to Heal checks for duration of power.
Flowing Traversal: Meld with liquid for increased movement speed, miss chance, and fortification.
Hydration Sphere: Create moving globe of liquid around yourself.
Psionic Recharge: Grant technological item 3 charges.

3rd-level Aquanaut Powers

Consumptive Focus: Gain psionic focus with force as active energy type.
Deathless Form: Target remains alive no matter how low its hit points become.
Empathic Understanding: Create area where all creatures can understand each other.
Floral Alteration: Increase or diminish plant growth in an area.
Kinetic Crash [network]: Propel self to deal additional 5d4 force damage on a charge.
Kinetic Redirection [network]: Turn an oncoming attack into increased damage, movement, or bull rush.

4th-level Aquanaut Powers

Biocloaking [network]: Gain +20 bonus to Stealth checks and may hide while observed.

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Hydrokinesis: Raise or lower body of water.
Violent Dismissal: Dispel power, dealing 4d6 force damage to targets in area.

Contortionist[MT] Power List

1st-level Contortionist Powers

Environment Shield [network]: Insulate target against surrounding environment.
Temporal Orientation: Know your location in space and time.

2nd-level Contortionist Powers

Extradimensional Waymaking [network]: Gain a +10 enhancement bonus on movement speeds.
Facilitate Alteration: Target takes -2 penalty to saves against psychometabolism effects, gain +5 bonus to Heal checks for duration of power.
Flowing Traversal: Meld with liquid for increased movement speed, miss chance, and fortification.

3rd-level Contortionist Powers

Deathless Form: Target remains alive no matter how low its hit points become.
Empathic Understanding: Create area where all creatures can understand each other.
Kinetic Crash [network]: Propel self to deal additional 5d4 force damage on a charge.
Kinetic Redirection [network]: Turn an oncoming attack into increased damage, movement, or bull rush.
Respite [network]: Target ignores severance or mind-affecting effect for duration.

4th-level Contortionist Powers

Biocloaking [network]: Gain +20 bonus to Stealth checks and may hide while observed.

Cryptic[UP] Power List

0-level Cryptic Powers

Temporal Orientation: Know your location in space and time.

1st-level Cryptic Powers

Beckoning: Send psychic signal out to 100 miles, reaching up to 20 creatures.
Detect Temporal Displacement: Determine if targets have traveled through time.
Environment Shield [network]: Insulate target against surrounding environment.
Malfunction: Target item becomes glitched for its next use.
Memory Revelation [network]: Share a minute's worth of memory with a target.
Transfer Energy: Transfer 5 charges between two objects.
Mindscape Lens: Observe into creature's mindscape.

2nd-level Cryptic Powers

Extradimensional Waymaking [network]: Gain a +10 enhancement bonus on movement speeds.
Facilitate Alteration: Target takes -2 penalty to saves against psychometabolism effects, gain +5 bonus to Heal checks for duration of power.
Holographic Projection: Create ectoplasmic images that creatures see as real.
Insurrection: Creature has 50% chance to attack nearest target each round.
Kinetic Arsenal: Telekinetically control a weapon.
Mindscape Generation: Create a pseudo-real psychic space that can fit two minds.
Psionic Recharge: Grant technological item 3 charges.

3rd-level Cryptic Powers

Ad Nihilo: Create area that reduces speed, hearing, and vision.
Empathic Understanding: Create area where all creatures can understand each other.
Feign Familiarity: Creatures become indifferent to you.
Flowing Traversal: Meld with liquid for increased movement speed, miss chance, and fortification.
Hydration Sphere: Create moving globe of liquid around yourself.
Id Autopilot: Remotely pilot a vehicle or mech.
Reconfiguration: Grant or remove Mech Enhancement.
Respite [network]: Target ignores severance or mind-affecting effect for duration.
Short Circuit: Remove all charges from object or shut down robot.
Tactical Suppression [network]: Stop target from using a feat, spell, power, talent, or skill for 1 minute/level.

4th-level Cryptic Powers

Biocloaking [network]: Gain +20 bonus to Stealth checks and may hide while observed.
Interference Field: Create area that imposes -8 penalty to concentration checks.
Violent Dismissal: Dispel power, dealing 4d6 force damage to targets in area.
Relapse: Renew an effect that has ended in the last 24 hours.

5th-level Cryptic Powers

Assign Imperative: Compel target to complete task over 1 day/level.
Atmospheric Generation: Create atmosphere which can carry numerous effects.
Coded Resurrection: Resurrect creature as AI.
Lifeseeker: Automatically sense living creatures in 60-ft. area.
Mental Evolution: Grant human-level Intelligence to target.
Suppress Power: Power stops functioning on a target for 1 round/level.

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6th-level Cryptic Powers

Data Transfer: Move up to two AIs between hosts.
Selective Negation Field: *Null psionics field* for one specific power.

DreadUP Power List

0-level Dread Powers

Temporal Orientation: Know your location in space and time.

1st-level Dread Powers

Environment Shield [network]: Insulate target against surrounding environment.
Malfunction: Target item becomes glitched for its next use.
Memory Revelation [network]: Share a minute's worth of memory with a target.
Transfer Energy: Transfer 5 charges between two objects.
Mindscape Lens: Observe into creature's mindscape.

2nd-level Dread Powers

Holographic Projection: Create ectoplasmic images that creatures see as real.
Insurrection: Creature has 50% chance to attack nearest target each round.
Mindscape Generation: Create a pseudo-real psychic space that can fit two minds.
Psionic Recharge: Grant technological item 3 charges.

3rd-level Dread Powers

Ad Nihilo: Create area that reduces speed, hearing, and vision.
Empathic Understanding: Create area where all creatures can understand each other.
Feign Familiarity: Creatures become indifferent to you.
Id Autopilot: Remotely pilot a vehicle or mech.
Malefic Metamorphosis: Inflict a variety of permanent penalties on target.
Obsession: Target gains strong compulsions towards object or entity.
Reconfiguration: Grant or remove Mech Enhancement.
Short Circuit: Remove all charges from object or shut down robot.
Tactical Suppression [network]: Stop target from using a feat, spell, power, talent, or skill for 1 minute/level.

4th-level Dread Powers

Biocloaking [network]: Gain +20 bonus to Stealth checks and may hide while observed.
Interference Field: Create area that imposes -8 penalty to concentration checks.
Violent Dismissal: Dispel power, dealing 4d6 force damage to targets in area.
Relapse: Renew an effect that has ended in the last 24 hours.

5th-level Dread Powers

Coded Resurrection: Resurrect creature as AI.
Halt: Paralyze creatures and stop movement in area.
Lifeseeker: Automatically sense living creatures in 60-ft. area.
Mental Evolution: Grant human-level Intelligence to target.

6th-level Dread Powers

Awestrike: Force creatures in 60 ft. to become helpless for 1 round/level.
Ectoplasmic Voyager: *Ectoplasmic form* that can move at incredible speeds.
Latent Programming: Place a power in target's mind that can be triggered later.
Mechanical Combination: Fuse constructs in single larger form.
Phrenic Overload: Psychic signals impose -4 penalty on attack rolls, saving throws, and skill checks in area.

GamblerPAO Power List

0-level Gambler Powers

Temporal Orientation: Know your location in space and time.

1st-level Gambler Powers

Environment Shield [network]: Insulate target against surrounding environment.
Transfer Energy: Transfer 5 charges between two objects.

2nd-level Gambler Powers

Extradimensional Waymaking [network]: Gain a +10 enhancement bonus on movement speeds.
Kinetic Arsenal: Telekinetically control a weapon.
Psionic Recharge: Grant technological item 3 charges.

3rd-level Gambler Powers

Ad Nihilo: Create area that reduces speed, hearing, and vision.
Kinetic Crash [network]: Propel self to deal additional 5d4 force damage on a charge.
Kinetic Redirection [network]: Turn an oncoming attack into increased damage, movement, or bull rush.
Short Circuit: Remove all charges from object or shut down robot.

4th-level Gambler Powers

Consumptive Focus: Gain psionic focus with force as active energy type.
Violent Dismissal: Dispel power, dealing 4d6 force damage to targets in area.

5th-level Gambler Powers

Gravitic Charge: Drag targets towards targeted object.
Terraforming: Reshape, soften, or solidify ground in an area.
Suppress Power: Power stops functioning on a target for 1 round/level.

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6th-level Gambler Powers

Energy Carpet: Create 1 10-ft. square plate per level that deals 6d6 points of damage energy damage.

Shockwave: Deal 10d6 points of damage in 80-ft. radius, may destroy surroundings.

Genesis^{P+} Power List

0-level Genesis Powers

Temporal Orientation: Know your location in space and time.

1st-level Genesis Powers

Beckoning: Send psychic signal out to 100 miles, reaching up to 20 creatures.

Memory Revelation [network]: Share a minute's worth of memory with a target.

Mindscape Lens: Observe into creature's mindscape.

2nd-level Genesis Powers

Facilitate Alteration: Target takes -2 penalty to saves against psychometabolism effects, gain +5 bonus to Heal checks for duration of power.

Mindscape Generation: Create a pseudo-real psychic space that can fit two minds.

3rd-level Genesis Powers

Empathic Understanding: Create area where all creatures can understand each other.

Flowing Traversal: Meld with liquid for increased movement speed, miss chance, and fortification.

Hydration Sphere: Create moving globe of liquid around yourself.

Id Autopilot: Remotely pilot a vehicle or mech.

Kinetic Crash [network]: Propel self to deal additional 5d4 force damage on a charge.

Kinetic Redirection [network]: Turn an oncoming attack into increased damage, movement, or bull rush.

4th-level Genesis Powers

Deathless Form: Target remains alive no matter how low its hit points become.

5th-level Genesis Powers

Atmospheric Generation: Create atmosphere which can carry numerous effects.

Coded Resurrection: Resurrect creature as AI.

Lifeseeker: Automatically sense living creatures in 60-ft. area.

Suppress Power: Power stops functioning on a target for 1 round/level.

6th-level Genesis Powers

Data Transfer: Move up to two AIs between hosts.

Gifted Blade^{UP} Power List

1st-level Gifted Blade Powers

Environment Shield [network]: Insulate target against surrounding environment.

Temporal Orientation: Know your location in space and time.

Transfer Energy: Transfer 5 charges between two objects.

2nd-level Gifted Blade Powers

Extradimensional Waymaking [network]: Gain a +10 enhancement bonus on movement speeds.

Flowing Traversal: Meld with liquid for increased movement speed, miss chance, and fortification.

Kinetic Arsenal: Telekinetically control a weapon.

Psionic Recharge: Grant technological item 3 charges.

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3rd-level Gifted Blade Powers

Kinetic Crash [network]: Propel self to deal additional 5d4 force damage on a charge.
Kinetic Redirection [network]: Turn an oncoming attack into increased damage, movement, or bull rush.
Short Circuit: Remove all charges from object or shut down robot.

4th-level Gifted Blade Powers

Biocloaking [network]: Gain +20 bonus to Stealth checks and may hide while observed.

Marksman[UP] Power List

1st-level Marksman Powers

Detect Temporal Displacement: Determine if targets have traveled through time.
Environment Shield [network]: Insulate target against surrounding environment.
Transfer Energy: Transfer 5 charges between two objects.

2nd-level Marksman Powers

Flowing Traversal: Meld with liquid for increased movement speed, miss chance, and fortification.
Kinetic Arsenal: Telekinetically control a weapon.
Psionic Recharge: Grant technological item 3 charges.

3rd-level Marksman Powers

Ad Nihilo: Create area that reduces speed, hearing, and vision.
Consumptive Focus: Gain psionic focus with force as active energy type.

4th-level Marksman Powers

Atmospheric Generation: Create atmosphere which can carry numerous effects.
Event Horizon: Create a gravitational singularity dealing 10d6 force damage.
Gravitic Charge: Drag targets towards targeted object.
Interference Field: Create area that imposes -8 penalty to concentration checks.
Lifeseeker: Automatically sense living creatures in 60-ft. area.

Mirror[MT] Power List

0-level Mirror Powers

Temporal Orientation: Know your location in space and time.

1st-level Mirror Powers

Detect Temporal Displacement: Determine if targets have traveled through time.
Environment Shield [network]: Insulate target against surrounding environment.
Malfunction: Target item becomes glitched for its next use.
Memory Revelation [network]: Share a minute's worth of memory with a target.
Transfer Energy: Transfer 5 charges between two objects.
Mindscape Lens: Observe into creature's mindscape.

2nd-level Mirror Powers

Extradimensional Waymaking [network]: Gain a +10 enhancement bonus on movement speeds.
Flowing Traversal: Meld with liquid for increased movement speed, miss chance, and fortification.
Holographic Projection: Create ectoplasmic images that creatures see as real.
Insurrection: Creature has 50% chance to attack nearest target each round.
Kinetic Arsenal: Telekinetically control a weapon.
Mindscape Generation: Create a pseudo-real psychic space that can fit two minds.
Psionic Recharge: Grant technological item 3 charges.

3rd-level Mirror Powers

Ad Nihilo: Create area that reduces speed, hearing, and vision.
Empathic Understanding: Create area where all creatures can understand each other.
Feign Familiarity: Creatures become indifferent to you.
Hydration Sphere: Create moving globe of liquid around yourself.
Id Autopilot: Remotely pilot a vehicle or mech.
Kinetic Crash [network]: Propel self to deal additional 5d4 force damage on a charge.
Kinetic Redirection [network]: Turn an oncoming attack into increased damage, movement, or bull rush.
Obsession: Target gains strong compulsions towards object or entity.
Respite [network]: Target ignores severance or mind-affecting effect for duration.
Short Circuit: Remove all charges from object or shut down robot.
Tactical Suppression [network]: Stop target from using a feat, spell, power, talent, or skill for 1 minute/level.

4th-level Mirror Powers

Biocloaking: Gain +20 bonus to Stealth checks and may hide while observed.
Deathless Form: Target remains alive no matter how low its hit points become.
Hive Control: Take control of mindless swarm.
Interference Field: Create area that imposes -8 penalty to concentration checks.
Violent Dismissal: Dispel power, dealing 4d6 force damage to targets in area.
Relapse: Renew an effect that has ended in the last 24 hours.
Spatial Displacement: Transplant 20-ft. cube of space elsewhere.

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5th-level Mirror Powers

Atmospheric Generation: Create atmosphere which can carry numerous effects.
Ectoplasmic Recreation: Restore a broken object or damaged construct to function.
False Sensory Input, Complex: *False sensory input* that affects multiple senses.
Halt: Paralyze creatures and stop movement in area.
Lifeseeker: Automatically sense living creatures in 60-ft. area.
Suppress Power: Power stops functioning on a target for 1 round/level.

6th-level Mirror Powers

Astral Nanites: Create robot astral swarm.
Awestrike: Force creatures in 60 ft. to become helpless for 1 round/level.
Data Transfer: Move up to two AIs between hosts.
Ectoplasmic Voyager: *Ectoplasmic form* that can move at incredible speeds.

Psion/Wilder[UP] Power List

0-level Psion/Wilder Powers

Temporal Orientation: Know your location in space and time.

1st-level Psion/Wilder Powers

Detect Temporal Displacement: Determine if targets have traveled through time.
Environment Shield [network]: Insulate target against surrounding environment.
Malfunction: Target item becomes glitched for its next use.
Memory Revelation [network]: Share a minute's worth of memory with a target.
Transfer Energy: Transfer 5 charges between two objects.
Mindscape Lens: Observe into creature's mindscape.

2nd-level Psion/Wilder Powers

Insurrection: Creature has 50% chance to attack nearest target each round.
Kinetic Arsenal: Telekinetically control a weapon.
Mindscape Generation: Create a pseudo-real psychic space that can fit two minds.
Psionic Recharge: Grant technological item 3 charges.

3rd-level Psion/Wilder Powers

Empathic Understanding: Create area where all creatures can understand each other.
Feign Familiarity: Creatures become indifferent to you.
Floral Alteration: Increase or diminish plant growth in an area.
Flowing Traversal: Meld with liquid for increased movement speed, miss chance, and fortification.
Hydration Sphere: Create moving globe of liquid around yourself.
Id Autopilot: Remotely pilot a vehicle or mech.
Malefic Metamorphosis: Inflict a variety of permanent penalties on target.
Obsession: Target gains strong compulsions towards object or entity.
Reconfiguration: Grant or remove Mech Enhancement.
Respite [network]: Target ignores severance or mind-affecting effect for duration.
Short Circuit: Remove all charges from object or shut down robot.
Tactical Suppression [network]: Stop target from using a feat, spell, power, talent, or skill for 1 minute/level.

4th-level Psion/Wilder Powers

Deathless Form: Target remains alive no matter how low its hit points become.
Hive Control: Take control of mindless swarm.
Interference Field: Create area that imposes -8 penalty to concentration checks.
Violent Dismissal: Dispel power, dealing 4d6 force damage to targets in area.
Relapse: Renew an effect that has ended in the last 24 hours.
Spatial Displacement: Transplant 20-ft. cube of space elsewhere.

5th-level Psion/Wilder Powers

Atmospheric Generation: Create atmosphere which can carry numerous effects.
Coded Resurrection: Resurrect creature as AI.
Lifeseeker: Automatically sense living creatures in 60-ft. area.
Mental Evolution: Grant human-level Intelligence to target.
Terraforming: Reshape, soften, or solidify ground in an area.
Suppress Power: Power stops functioning on a target for 1 round/level.

6th-level Psion/Wilder Powers

Energy Carpet: Create 1 10-ft. square plate per level that deals 6d6 points of damage energy damage.
Latent Programming: Place a power in target's mind that can be triggered later.

7th-level Psion/Wilder Powers

Awestrike: Force creatures in 60 ft. to become helpless for 1 round/level.
Data Transfer: Move up to two AIs between hosts.
Phrenic Overload: Psychic signals impose -4 penalty on attack rolls, saving throws, and skill checks in area.

8th-level Psion/Wilder Powers

Coded Incarnation: Transform creature's mind into AI.

9th-level Psion/Wilder Powers

Absolute Escape [network]: Remove all binds and controls from a creature.

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Cosmic Blessing [network]: Grant creature temporary mythic tier.
Interplanetary Psychoport: *Psychoport* between planets.
Mechanical Rapture: Disrupt function of all technological effects in area.

Psion Discipline[UP] Power List

Conduit Discipline[PASP]

7th-level Conduit[PASP] Powers

Vestigial Servitor: Create spirit which you may manifest powers from.
Soul Chorus: Form *metaconcert* with dead and undead.

8th-level Conduit[PASP] Powers

Feed to Oblivion: Concentrate to deal 10 points of damage per manifester level and 1d4 negative levels.

9th-level Conduit[PASP] Powers

Lore of the Deceased: Learn a psionic power from mind of dead creature.

Egoist Discipline

2nd-level Egoist Powers

Facilitate Alteration: Target target takes -2 penalty to saves against psychometabolism effects, gain +5 bonus to Heal checks for duration of power.

4th-level Egoist Powers

Biocloaking [network]: Gain +20 bonus to Stealth checks and may hide while observed.

6th-level Egoist Powers

Ectoplasmic Voyager: *Ectoplasmic form* that can move at incredible speeds.

8th-level Egoist Powers

Biological Reprogramming [network]: Exchange willing target's feat for another.

Kineticist Discipline

3rd-level Kineticist Powers

Ad Nihilo: Create area that reduces speed, hearing, and vision.

4th-level Kineticist Powers

Consumptive Focus: Gain psionic focus with force as active energy type.
Hydrokinesis: Raise or lower body of water.

5th-level Kineticist Powers

Halt: Paralyze creatures and stop movement in area.

7th-level Kineticist Powers

Ecological Alteration: Change the weather in a large area.

8th-level Kineticist Powers

Energy Pillars: Create 6 towers of energy that deal 15d6 energy damage.
Shockwave: Deal 10d6 points of damage in 80-ft. radius, may destroy surroundings.

9th-level Kineticist Powers

Armageddon: Deal 10d6 force damage in 1 mile/level radius.

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Noman Discipline

2nd-level Nomad Powers

Extradimensional Waymaking [network]: Gain a +10 enhancement bonus on movement speeds.

5th-level Nomad Powers

Gravitic Charge: Drag targets towards targeted object.

6th-level Nomad Powers

Event Horizon: Create a gravitational singularity dealing 10d6 force damage.

Seer Discipline

1st-level Seer Powers

Beckoning: Send psychic signal out to 100 miles, reaching up to 20 creatures.

7th-level Seer Powers

Cosmic Perspective: Create *clairvoyant sense* that moves at incredible speed.

8th-level Seer Powers

Envoy Anchor: *Anchored navigation* that works across planar boundaries and which you can observe through.

Shaper Discipline

2nd-level Shaper Powers

Holographic Projection: Create ectoplasmic images that creatures see as real.

5th-level Shaper Powers

Ectoplasmic Recreation: Restore a broken object or damaged construct to function.

6th-level Shaper Powers

Astral Nanites: Create robot astral swarm.

7th-level Shaper Powers

Psionic Effigy: Create ectoplasmic spire that can store powers.

Telepath Discipline

5th-level Telepath Powers

False Sensory Input, Complex: *False sensory input* that affects multiple senses.

6th-level Telepath Powers

Assign Imperative: Compel target to complete task over 1 day/level.

9th-level Telepath Powers

Violate Identity: Understand creature's mind and rewrite it.

Psychic Warrior[UP] Power List

0-level Psychic Warrior Powers

Temporal Orientation: Know your location in space and time.

1st-level Psychic Warrior Powers

Detect Temporal Displacement: Determine if targets have traveled through time.

Environment Shield [network]: Insulate target against surrounding environment.

Malfunction: Target item becomes glitched for its next use.

Transfer Energy: Transfer 5 charges between two objects.

2nd-level Psychic Warrior Powers

Extradimensional Waymaking [network]: Gain a +10 enhancement bonus to movement speeds.

Kinetic Arsenal: Telekinetically control a weapon.

Psionic Recharge: Grant technological item 3 charges.

3rd-level Psychic Warrior Powers

Flowing Traversal: Meld with liquid for increased movement speed, miss chance, and fortification.

Id Autopilot: Remotely pilot a vehicle or mech.

Kinetic Crash [network]: Propel self to deal additional 5d4 force damage on a charge.

Kinetic Redirection [network]: Turn an oncoming attack into increased damage, movement, or bull rush.

Reconfiguration: Grant or remove Mech Enhancement.

Respite [network]: Target ignores severance or mind-affecting effect for duration.

Short Circuit: Remove all charges from object or shut down robot.

Tactical Suppression [network]: Stop target from using a feat, spell, power, talent, or skill for 1 minute/level.

4th-level Psychic Warrior Powers

Biocloaking [network]: Gain +20 bonus to Stealth checks and may hide while observed.

Interference Field: Create area that imposes -8 penalty to concentration checks.

Violent Dismissal: Dispel power, dealing 4d6 force damage to targets in area.

Relapse: Renew an effect that has ended in the last 24 hours.

5th-level Psychic Warrior Powers

Lifeseeker: Automatically sense living creatures in 60-ft. area.

6th-level Psychic Warrior Powers

Ectoplasmic Voyager: *Ectoplasmic form* that can move at incredible speeds.

Mechanical Combination: Fuse constructs in single larger form.

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Tactician[UP] Power List

0-level Tactician Powers

Temporal Orientation: Know your location in space and time.

1st-level Tactician Powers

Beckoning: Send psychic signal out to 100 miles, reaching up to 20 creatures.
Detect Temporal Displacement: Determine if targets have traveled through time.
Environment Shield [network]: Insulate target against surrounding environment.
Malfunction: Target item becomes glitched for its next use.
Memory Revelation [network]: Share a minute's worth of memory with a target.
Transfer Energy: Transfer 5 charges between two objects.
Mindscape Lens: Observe into creature's mindscape.

2nd-level Tactician Powers

Extradimensional Waymaking [network]: Gain a +10 enhancement bonus on movement speeds.
Facilitate Alteration: Target takes -2 penalty to saves against psychometabolism effects, gain +5 bonus to Heal checks for duration of power.
Kinetic Arsenal: Telekinetically control a weapon.
Mindscape Generation: Create a pseudo-real psychic space that can fit two minds.
Psionic Recharge: Grant technological item 3 charges.

3rd-level Tactician Powers

Ad Nihilo: Create area that reduces speed, hearing, and vision.
Empathic Understanding: Create area where all creatures can understand each other.
Feign Familiarity: Creatures become indifferent to you.
Floral Alteration: Increase or diminish plant growth in an area.
Flowing Traversal: Meld with liquid for increased movement speed, miss chance, and fortification.
Hydration Sphere: Create moving globe of liquid around yourself.
Id Autopilot: Remotely pilot a vehicle or mech.
Kinetic Crash [network]: Propel self to deal additional 5d4 force damage on a charge.
Kinetic Redirection [network]: Turn an oncoming attack into increased damage, movement, or bull rush.
Obsession: Target gains strong compulsions towards object or entity.
Reconfiguration: Grant or remove Mech Enhancement.
Respite [network]: Target ignores severance or mind-affecting effect for duration.
Short Circuit: Remove all charges from object or shut down robot.
Tactical Suppression [network]: Stop target from using a feat, spell, power, talent, or skill for 1 minute/level.

4th-level Tactician Powers

Biocloaking [network]: Gain +20 bonus to Stealth checks and may hide while observed.
Deathless Form: Target remains alive no matter how low its hit points become.
Hive Control: Take control of mindless swarm.
Hydrokinesis: Raise or lower body of water.
Interference Field: Create area that imposes -8 penalty to concentration checks.
Violent Dismissal: Dispel power, dealing 4d6 force damage to targets in area.
Relapse: Renew an effect that has ended in the last 24 hours.
Spatial Displacement: Transplant 20-ft. cube of space elsewhere.

5th-level Tactician Powers

Atmospheric Generation: Create atmosphere which can carry numerous effects.
Coded Resurrection: Resurrect creature as AI.
Gravitic Charge: Drag targets towards targeted object.
Halt: Paralyze creatures and stop movement in area.
Lifeseeker: Automatically sense living creatures in 60-ft. area.
Mental Evolution: Grant human-level Intelligence to target.
Suppress Power: Power stops functioning on a target for 1 round/level.

6th-level Tactician Powers

Assign Imperative: Compel target to complete task over 1 day/level.
Awestrike: Force creatures in 60 ft. to become helpless for 1 round/level.
Data Transfer: Move up to two AIs between hosts.
Latent Programming: Place a power in target's mind that can be triggered later.
Mechanical Combination: Fuse constructs in single larger form.

7th-level Tactician Powers

Cosmic Perspective: Create *clairvoyant sense* that moves at incredible speed.
Ecological Alteration: Change the weather in a large area.
Phrenic Overload: Psychic signals impose -4 penalty on attack rolls, saving throws, and skill checks in area.
Soul Chorus: Form *metaconcert* with dead and undead.

8th-level Tactician Powers

Biological Reprogramming [network]: Exchange willing target's feat for another.
Coded Incarnation: Transform creature's mind into AI.
Legion's Resolve [network]: Larger *metaconcert* that targets may invest additional points in as free action.

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9th-level Tactician Powers

Absolute Escape [network]: Remove all binds and controls from a creature.
Cosmic Blessing [network]: Grant creature temporary mythic tier.
Interplanetary Psychoport: *Psychoport* between planets.

Thug[ARPE] Power List

1st-level Thug Powers

Beckoning: Send psychic signal out to 100 miles, reaching up to 20 creatures.
Temporal Orientation: Know your location in space and time.

2nd-level Thug Powers

Facilitate Alteration: Target takes -2 penalty to saves against psychometabolism effects, gain +5 bonus to Heal checks for duration of power.
Feign Familiarity: Creatures become indifferent to you.
Holographic Projection: Create ectoplasmic images that creatures see as real.
Insurrection: Creature has 50% chance to attack nearest target each round.

3rd-level Thug Powers

Ad Nihilo: Create area that reduces speed, hearing, and vision.
Deathless Form: Target remains alive no matter how low its hit points become.
Empathic Understanding: Create area where all creatures can understand each other.

4th-level Thug Powers

Lifeseeker: Automatically sense living creatures in 60-ft. area.

Vitalist[UP] Power List

0-level Vitalist Powers

Temporal Orientation: Know your location in space and time.

1st-level Vitalist Powers

Environment Shield [network]: Insulate target against surrounding environment.
Memory Revelation [network]: Share a minute's worth of memory with a target.
Transfer Energy: Transfer 5 charges between two objects.

2nd-level Vitalist Powers

Facilitate Alteration: Target takes -2 penalty to saves against psychometabolism effects, gain +5 bonus to Heal checks for duration of power.
Psionic Recharge: Grant technological item 3 charges.

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3rd-level Vitalist Powers

Empathic Understanding: Create area where all creatures can understand each other.
Floral Alteration: Increase or diminish plant growth in an area.
Flowing Traversal: Meld with liquid for increased movement speed, miss chance, and fortification.
Malefic Metamorphosis: Inflict a variety of permanent penalties on target.
Reconfiguration: Grant or remove Mech Enhancement.
Respite [network]: Target ignores severance or mind-affecting effect for duration.
Tactical Suppression [network]: Stop target from using a feat, spell, power, talent, or skill for 1 minute/level

4th-level Vitalist Powers

Biocloaking: Gain +20 bonus to Stealth checks and may hide while observed.
Deathless Form: Target remains alive no matter how low its hit points become.
Violent Dismissal: Dispel power, dealing 4d6 force damage to targets in area.
Relapse: Renew an effect that has ended in the last 24 hours.

5th-level Vitalist Powers

Atmospheric Generation: Create atmosphere which can carry numerous effects.
Coded Resurrection: Resurrect creature as AI.
Lifeseeker: Automatically sense living creatures in 60-ft. area.
Mental Evolution: Grant human-level Intelligence to target.

6th-level Vitalist Powers

Latent Programming: Place a power in target's mind that can be triggered later.

7th-level Vitalist Powers

Data Transfer: Move up to two AIs between hosts.
Soul Chorus: Form *metaconcert* with dead and undead.

8th-level Vitalist Powers

Biological Reprogramming [network]: Exchange willing target's feat for another.
Coded Incarnation: Transform creature's mind into AI.

9th-level Vitalist Powers

Absolute Escape [network]: Remove all binds and controls from a creature.
Cosmic Blessing [network]: Grant creature temporary mythic tier.
Interplanetary Psychoport: *Psychoport* between planets.

Voyager[PAV] Power List

0-level Voyager Powers

Temporal Orientation: Know your location in space and time.

1st-level Voyager Powers

Beckoning: Send psychic signal out to 100 miles, reaching up to 20 creatures.
Detect Temporal Displacement: Determine if targets have traveled through time.
Environment Shield [network]: Insulate target against surrounding environment.
Transfer Energy: Transfer 5 charges between two objects.

2nd-level Voyager Powers

Extradimensional Waymaking [network]: Gain a +10 enhancement bonus on movement speeds.
Psionic Recharge: Grant technological item 3 charges.

3rd-level Voyager Powers

Empathic Understanding: Create area where all creatures can understand each other.
Feign Familiarity: Creatures become indifferent to you.
Flowing Traversal: Meld with liquid for increased movement speed, miss chance, and fortification.
Hydration Sphere: Create moving globe of liquid around yourself.
Id Autopilot: remotely pilot a vehicle or mech.
Kinetic Crash [network]: Propel self to deal additional 5d4 force damage on a charge.
Kinetic Redirection [network]: Turn an oncoming attack into increased damage, movement, or bull rush.
Reconfiguration: Grant or remove Mech Enhancement.
Short Circuit: Remove all charges from object or shut down robot.

4th-level Voyager Powers

Atmospheric Generation: Create atmosphere which can carry numerous effects.
Biocloaking [network]: Gain +20 bonus to Stealth checks and may hide while observed.
Violent Dismissal: Dispel power, dealing 4d6 force damage to targets in area.
Spatial Displacement: Transplant 20-ft. cube of space elsewhere.

5th-level Voyager Powers

Gravitic Charge: Drag targets towards targeted object.
Halt: Paralyze creatures and stop movement in area.
Hydrokinesis: Raise or lower body of water.

6th-level Voyager Powers

Absolute Escape [network]: Remove all binds and controls from a creature.
Ectoplasmic Voyager: *Ectoplasmic form* that can move at incredible speeds.
Event Horizon: Create a gravitational singularity dealing 10d6 force damage.
Mechanical Combination: Fuse constructs in single larger form.

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Warpmind[P+] Power List

0-level Warpmind Powers

Temporal Orientation: Know your location in space and time.

1st-level Warpmind Powers

Beckoning: Send psychic signal out to 100 miles, reaching up to 20 creatures.
Detect Temporal Displacement: Determine if targets have traveled through time.
Environment Shield [network]: Insulate target against surrounding environment.
Malfunction: Target item becomes glitched for its next use.
Memory Revelation [network]: Share a minute's worth of memory with a target.
Transfer Energy: Transfer 5 charges between two objects.
Mindscape Lens: Observe into creature's mindscape.

2nd-level Warpmind Powers

Extradimensional Waymaking [network]: Gain a +10 enhancement bonus on movement speeds.
Mindscape Generation: Create a pseudo-real psychic space that can fit two minds.
Psionic Recharge: Grant technological item 3 charges.

3rd-level Warpmind Powers

Empathic Understanding: Create area where all creatures can understand each other.
Feign Familiarity: Creatures become indifferent to you.
Flowing Traversal: Meld with liquid for increased movement speed, miss chance, and fortification.
Hydration Sphere: Create moving globe of liquid around yourself.
Id Autopilot: Remotely pilot a vehicle or mech.
Kinetic Crash [network]: Propel self to deal additional 5d4 force damage on a charge.
Kinetic Redirection [network]: Turn an oncoming attack into increased damage, movement, or bull rush.
Obsession: Target gains strong compulsions towards object or entity.
Respite [network]: Target ignores severance or mind-affecting effect for duration.
Short Circuit: Remove all charges from object or shut down robot.
Tactical Suppression [network]: Stop target from using a feat, spell, power, talent, or skill for 1 minute/level.

4th-level Warpmind Powers

Atmospheric Generation: Create atmosphere which can carry numerous effects.
Relapse: Renew an effect that has ended in the last 24 hours.
Spatial Displacement: Transplant 20-ft. cube of space elsewhere.

5th-level Warpmind Powers

Halt: Paralyze creatures and stop movement in area.
Hydrokinesis: Raise or lower body of water.
Lifeseeker: Automatically sense living creatures in 60-ft. area.
Terraforming: Reshape, soften, or solidify ground in an area.
Suppress Power: Power stops functioning on a target for 1 round/level.

6th-level Warmind Powers

Absolute Escape [network]: Remove all binds and controls from a creature.
Ectoplasmic Voyager: *Ectoplasmic form* that can move at incredible speeds.
Event Horizon: Create a gravitational singularity dealing 10d6 force damage.
Phrenic Overload: Psychic signals impose -4 penalty on attack rolls, saving throws, and skill checks in area.

Psionic Power Descriptions

Absolute Escape

Discipline psychokinesis [network]; **Level** psion/wilder 9, tactician 9, vitalist 9, voyager 6, warpmind 6
Display auditory, mental, olfactory, visual
Manifesting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target 1 creature
Duration instantaneous
Saving Throw Will negates (harmless); **Power Resistance** no
Power Points 17

You force off all supernatural binds and controls on a creature, including *planar binding*, *horrid fetter*[PASP], *ectoplasmic cocoon*[UP], *ensconce*[UP], *microcosm*[UP], *mind control*[UP], *violate identity**, *possession*[OA], *inverse possession*[PASP], *assign imperative**, *wrench*[UP], and any effect that could be ended with a *freedom* spell. To free a creature from imprisonment or maze, you must know its name and background, and you must manifest this power at the spot where it was entombed or banished into the maze.

Augment

If you spend 2 additional power points, you may use this power on yourself even when you are otherwise unable to take actions.

Ad Nihilo

Discipline psychokinesis; **Level** cryptic 3, dread 3, gambler 3, kineticist 3, marksman 3, mirror 3, tactician 3, thug 3
Display auditory, visual
Manifesting Time 1 standard action

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Range medium (100 ft. + 10 ft./level)
Area 20-ft. radius
Duration 1 minute/level, see text
Saving Throw none; **Power Resistance** no
Power Points 5
Severing the forces that hold psionic power to this realm, you cast all energy into the recesses of existence. The area is considered to be magical darkness and an area of silence. Creatures inside the area of this power have their movement speeds halved (minimum 5 feet) for as long as they remain inside.
Augment
- For every 2 additional power points spent, the radius increases by 10 feet.
- If you spend 2 additional power points, this power's area changes to 1 10-foot cube/2 levels, and may be rearranged however you wish. All cubes must be adjacent to at least one other cube.
- If you spend 2 additional power points, you may move the area of this power up to 30 feet in any direction as a standard action.
- If you spend 10 additional power points, all creatures and effects within the area of this power are immediately targeted with a dispel psionics[UP] power when this power is manifested and are targeted again at the start of your turn so long as they remain inside the area of this power or when they enter.

Armaggeddon

Discipline psychokinesis [force]; **Level** kineticist 9
Display auditory, visual
Manifesting Time 1 round
Range personal
Area 1 mile radius/level, centered on manifester
Duration instantaneous
Saving Throw Fortitude half; **Power Resistance** yes
Power Points 17
Channeling all of your raw psionic power into a single burst, you unleash cosmic destruction over all that you survey. All things within range, including you, take 10d6 points of force damage. Upon manifesting this power, you take 4d6 points of ability burn to your manifesting ability score.
Augment
If you spend 2 additional power points, you do not take damage from this power.

Assign Imperative

Discipline telepathy [curse, mind-affecting]; **Level** cryptic 5, tactician 6, telepath 6
Display auditory, mental
Manifesting Time 10 minutes
Range close (25 ft. + 5 ft./level)
Target one creature
Duration see text
Saving Throw none, see text; **Power Resistance** yes
Power Points 11

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This power imposes strictures on a target's actions for an extended duration. You command the target to perform or refrain from specific action, forcing the target to follow the given instructions until a specific task is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the power remains in effect for a maximum of 1 day per manifester level. A clever recipient can subvert some instructions. This power cannot be dispelled as normal, and only a *cleanse spirit*[UP] or *bend reality*[UP] power or a similarly powerful instance of magic can end its effects. Even still, these effects require a successful manifester level check (DC 10 + your manifesting ability score modifier + the number of power points spent on this power) in order to dispel this power. A *psychic chirurgery*[UP] power is strong enough to end the effects of this power automatically.

Augment

- For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.
- You may manifest this power as a standard action. If you do, the target is allowed a Will save.
- If you spend 4 additional power points, you may force a creature under the effects of this power to perform actions against its nature, including self-destructive actions. The creature is allowed a saving throw to break away from this effect if subjected to a flagrant command of this manner.
- If you spend 2 additional power points, you may deteriorate the mind and body of the targeted creature should their efforts prove insufficient. Once per day, you may cause a target to take a -3 penalty to all of its ability scores. You may cause this penalty to be imposed automatically if certain conditions are fulfilled. These penalties are cumulative but can never reduce an ability score below 1.
- For every 2 power points you spend augmenting this power (including as part of other augmentations), the save DC increases by 1.

Astral Nanites

Discipline metacreativity; **Level** mirror 6, shaper 6
Display visual
Manifesting Time 1 round
Range close (25 ft. + 5 ft./level)
Effect one created swarm
Duration 1 round/level
Saving Throw none; **Power Resistance** no
Power Points 11

From the far reaches of the astral plane, you manifest an army of ectoplasmic nanites to serve you. These creatures function as an astral swarm[UP], save that they have the robot[B5] subtype in addition to their normal abilities. Aside from the creature created, this power otherwise functions like *astral construct*[UP].

Augment

- By spending 2 additional power points, the manifester may create an observer robot swarm in place of an astral swarm.
- By spending 6 additional power points, the manifester may create a gray goo[B5] in place of an astral swarm. If the manifester also expends his psionic focus, he may create the gray goo inside of a creature within close range, affecting them as if it was subject to the gray goo's infest ability (no save).
- By spending 2 additional power points, the manifester may apply menu options to the created swarm as if it were a 6th-level astral construct.

Atmospheric Generation

Discipline metacreativity (creation); **Level** cryptic 5, genesis 5, marksman 4, mirror 5, psion/wilder 5, tactician 5, vitalist 5, voyager 4, warpmind 4
Display olfactory, material
Manifesting Time 1 round
Range medium (100 ft. + 10 ft./level)
Effect atmosphere in a 20-ft. spread, 20 ft. high
Duration 1 minute/level
Saving Throw see text; **Power Resistance** no
Power Points marksman 7, other 9

You manifest an area of regulated atmospheric conditions, controlling pressure, air composition, and other factors inside of it. The atmosphere simulates the air makeup of a location of your choice, allowing creatures which would be comfortable in the conditions you specify to effectively breathe and speak regardless of local conditions (for example, if you manifested this power in the void of space, terrestrial creatures inside the atmosphere would be capable of breathing and speaking normally if you choose to simulate an atmosphere similar to the one on their home planet or a similar planet). This atmosphere is held together by an intangible mesh of ectoplasm, preventing it from being dispersed.

Alternatively, this power can be used to simulate an atmosphere with more hostile effects. If you so wish, you may apply one of the following effects to the generated atmosphere. Depending on how you specific the composition, what may be harmful to one creature may not be problematic for another, and vice versa (for example, a methane-based atmosphere may sustain creatures from such a world but harm humans).

- *Acidic*: The air deals 5d6 points of acid damage each round to all creatures inside (Fortitude half).
- *Airless*: The area is deprived of a component that certain types of creatures require in order to breathe. Those inside must hold their breath, eventually suffocating if they remain inside for too long.

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- *Foggy*: The atmosphere is full of fog, or otherwise makes it difficult to see through. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).
- *Highly Flammable*: The air inside the atmosphere has a high content of oxygen or other flammable gas. If an open flame comes inside the area, the atmosphere explodes and is destroyed, dealing 10d6 points of damage to all creatures inside the area (Reflex half).
- *High Pressure*: The air pressure is unusually high, causing all creatures inside to have their movement speed reduced to 10 feet for so long as they remain inside.
- *Low Pressure*: The air is abnormally thin, resulting in creatures struggling to fight in the comparative emptiness. Creatures take a -4 penalty to their CMD and AC.
- *Toxic*: The air is hazardous to creatures inside the area. All entities inside must succeed at a Fortitude save each round or take 1d4 points of Constitution damage (Fortitude half). This is a poison effect, and creatures that do not need to breathe are unaffected by this damage.
- *Unusual Temperature*: The atmosphere's temperature warms or cools to a comfortable 60 degrees. Alternatively, the atmosphere may increase or decrease the temperature inside of it by 30 degrees Other physical implications may occur as a result of this power's effects, in which case they are subject to the will of the GM.

This power can be made permanent by use of an incarnate power whose manifester level is at least 13 at a cost of 12,500 gp worth of components.

Augment

- For every 2 additional power points you spend, you may cause an additional hazardous effect within the atmosphere.
- For every 2 additional power points you spend, you may alter the temperature by an additional 30 degrees in either direction.
- If you spend 4 additional power points, you may choose to center the effect on a single creature. The atmosphere surrounds the creature, moving with them. The creature is allowed a Fortitude save to negate this effect, in which case the atmosphere simply appears in their area and does not move with them.
- If you spend 2 additional power points, you may move the area of this effect up to 20 feet in any direction as a standard action. If you instead spend 4 additional power points, you may move this area as a move action.
- For every 4 additional power points you spend, the area of this effect increases by 20 feet in all directions.
- For every 2 power points you spend augmenting this power (including as part of other augmentations), the save DC increases by 1.

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Awestrike

Discipline telepathy [mind-affecting]; **Level** dread 6, mirror 6, psion/wilder 7, tactician 6
Display mental
Manifesting Time 1 standard action
Range personal
Area 60-ft. spread centered on you
Duration 1 round/level, see text
Saving Throw Will partial, see text; **Power Resistance** yes
Power Points dread and tactician 11, other 13

You unleash a telepathic shockwave that overtakes the minds of targets, forcing them to stunned silence before your awesome presence. All creatures that fail their saving throws against this effect become helpless for 1 round/level, unable to comprehend the full extent of power they are witnessing.

Each round on its turn, a creature affected by this power may attempt a new saving throw to end the effect; this is a full-round action that does not provoke attacks of opportunity.

Augment

- For every 2 power points you spend augmenting this power, the range increases by 10 feet and the DC increases by 1.
- If you spend 2 additional power points, this power has a persistent effect. For 1 round/level, any creature that enters the area of this power must save against this power's effects.
- If you spend 4 additional power points, a creature that recovers from this power early after being affected by it for at least 1 round is staggered for 1d4 rounds. A creature that succeeds at the initial save to resist this spell is merely staggered for 1 round.

Beckoning

Discipline clairsentience (calling); **Level** cryptic 1, genesis 1, seer 1, tactician 1, thug 1, voyager 1, warpmind 1
Display mental
Manifesting Time 1 minute
Range 100 miles
Target up to 20 creatures of 6 HD or fewer; see text
Duration instantaneous
Saving Throw none; Power Resistance no
Power Points 1

A psychic signal emanates to all creatures of specific type out to an 100-mile radius, which can be delivered to up to 20 such creatures, starting with the nearest creatures until the limit has been met. This power cannot contact creatures with more than 6 Hit Dice. You cannot send a specific message, but this power can be characterized as an open invitation to make contact and establish communication.

If there is an appropriate entity within range, the power succeeds automatically. You do not know whether the message was received, nor any specific details about what creatures received it or how many. Creatures that receive the message know the location and distance from where the power was manifested.

Because this power does not call or summon the target, the target must have its own way to reach the place where the spell was cast. How creatures respond to a *beckoning* power is circumstantial and it is possible the creatures will simply ignore the power. Creatures that come and investigate do so in their own time. They usually arrive cautiously, aware of the potential for ambush. Targets of the power might inform their organization or community if they have one. There are no restrictions on how the creatures react to being contacted, and they might respond with hostility, parley, entertain an alliance, or subjugate the manifester and their related community.

Using this power counts as mentally contacting the creature for the purpose of any of its special abilities or powers (such as the star-spawn of Cthulhu's[B4] overwhelming mind or the *baleful mind trap*[UP] power). For the purpose of powers like *remote viewing*[UP], a creature contacted with beckoning has firsthand knowledge of the manifester and a connection similar to if it possessed a likeness of them.

Augment

- If you spend 2 additional power points, the range of this power increases to 200 miles. 4 points increases the range to 500 miles, while 6 points increases the range to infinite on the same plane. 8 points enables this power to work across planes.
- If you spend 10 additional power points, you may choose to have this power act not only as a signal, but as a passage for creatures you contact. Any creature contacted with beckoning may teleport immediately to the location of the manifester as an immediate action if it so chooses. This causes the power to gain the [teleportation] descriptor.
- If you spend 6 additional power points, you may manifest this power as an immediate action.
- For every additional power point you spend augmenting this power (including as part of other augments), you may target creatures with 2 additional Hit Dice.

Biocloaking

Discipline psychometabolism [network]; **Level** aquanaut 4, contortionist 4, cryptic 4, dread 4, egoist 4, gifted blade 4, mirror 4, psychic warrior 4, tactician 4, vitalist 4, voyager 4
Display visual
Manifesting Time 1 standard action
Range personal
Duration 1 round/level
Saving Throw none; **Power Resistance** no
Power Points 7

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Your skin camouflages itself into whatever terrain surrounds you. You receive a +20 enhancement bonus to Stealth checks and may attempt a Stealth check to hide even while being observed.

Augment

- For every 2 additional power points spent, the enhancement bonus to Stealth checks increases by 1.
- If you spend 2 additional power points, you become scentless and cannot be seen by creatures by means of the scent ability as long as you are hidden.
- If you spend 4 additional power points, your body refracts sound, causing you to become completely unheard and hiding you from creatures with sound-based methods of sight (such as echosight[SoO]) as long as you are hidden.
- If you spend 4 additional power points, your body automatically removes effects that would highlight you such as *faerie fire* or *glitterdust* as long as you are hidden.
- If you spend 2 additional power points, the duration increases to 1 minute/level.

Biological Reprogramming

Discipline psychometabolism [network]; **Level** egoist 8, tactician 8, vitalist 8
Display olfactory
Manifesting Time 1 standard action
Range touch
Target one willing creature
Duration instantaneous
Saving Throw Will negates (harmless); **Power Resistance** yes
Power Points 15

Digging deep into mind and body, you rewire their components to suit a new purpose. You may exchange one feat that the target possesses with another feat that they meet the prerequisites for. If you exchange a bonus feat, you must exchange it for another bonus feat that could be selected in its place (for example, this power could be used to replace a psion's[UP] bonus psionic feat with another psionic feat, but not the Psionic Talent[UP] bonus feat from the Elan[UP] race).

Manifesting this power deals two points of ability burn to your manifesting ability score.

Coded Incarnation

Discipline telepathy; **Level** psion/wilder 8, tactician 8, vitalist 8
Display auditory, material
Manifesting Time 24 hours
Range touch
Target one creature
Duration instantaneous
Saving Throw see text; **Power Resistance** no
Power Points 15

A creature's psyche, with all of the abilities and experiences that it contains, is transformed into an artificial intelligence[TG] and encoded into a storage device. Such a device, such as a compact AI core[AP88] or robot[B5] which your artificial intelligence will inhabit, must be present at the time of this manifestation, as must be the creature from which you are copying the information. An unwilling robot is allowed a Will save to avoid being taken over by the new AI. If the robot is successful, you must transfer the new AI to another receptacle or else the power fails.

The AI created by this power possesses the same Intelligence, Wisdom, and Charisma scores as the creature from which it is made, and possesses all of the base creature's skills, supernatural abilities, saves, feats, and class features (including the ability to manifest magic and powers). The AI's CR is equal to the base creature's effective class level. The AI gains no additional skills, feats, languages, or special abilities from being an Artificial Intelligence.

The AI is free-willed, and the manifester has no control over its actions. However, being a replication of the mind of another creature, the AI is normally inclined to act in the same way and possess the same alignment as the creature it was created from.

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Like most AIs, those created by this power lack a physical composition, and cannot act without a host body that they can inhabit. This host must be either a computer system of some sort or a robot the AI is controlling.

Once the AI is completed, the original creature's mind ceases to function. The creature cannot be raised or resurrected so long as the AI created by this power exists.

Augment

If you spend 4 additional power points, you may use this power to copy an existing AI or create a copy of a creature's mind, rather than transferring it. The original AI or creature remains in its body or other storage device, with a replica being created in the storage device the manifester chooses. Using the power in this way requires 15,000 gp worth of expensive mechanical and psionic components.

Coded Resurrection

Discipline athanatism; **Level** cryptic 5, dread 5, genesis 5, psion/wilder 5, tactician 5, vitalist 5
Display mental
Manifesting Time 1 standard action
Range touch
Target dead creature touched
Duration instantaneous
Saving Throw see text; **Power Resistance** Yes
Power Points 9

A creature's not-quite-departed soul is returned to this world to be encoded upon a device as an artificial intelligence[TG]. Such a device, such as a storage bay*, compact AI core[AP88], or robot[B5] which your artificial intelligence will inhabit, must be present at the time of this manifestation, as must be the body of the creature from which you are obtaining the information. The creature's soul becomes an AI, which possesses the same Intelligence, Wisdom, and Charisma scores as the creature from which it is born, and possesses all of the base creature's skills, supernatural abilities, saves, feats, and class features (including the ability to manifest powers).

The AI's CR is equal to the base creature's effective class level. The AI gains no additional skills, feats, languages, or special abilities from the artificial intelligence creature type. If the AI is being stored in a robot, the robot is allowed a Will save to prevent itself from being taken over by the new AI. If the robot is successful, you must transfer the new AI to another receptacle or else the power fails.

If a creature's soul is unwilling to become an AI, they are allowed a Will save to prevent the transformation.

Consumptive Focus

Discipline psychokinesis; **Level** aquanaut 3, gambler 4, kineticist 4, marksman 3
Display auditory
Manifesting Time 1 standard action
Range personal
Target you
Duration instantaneous
Saving Throw none (harmless); **Power Resistance** no
Power Points 5

You channel the raw power of the void into your psionic focus, gaining the ability to manifest powers that eliminate matter from this world. Once you have finished manifesting power, you regain psionic focus and your active energy type changes to force damage.

Powers that would deal damage based on your active energy type while force is your chosen type gain the force descriptor and deal 1 fewer point of damage per power point spent.

While your active energy type is force, all creatures and objects reduced to 0 hit points by force powers are obliterated from existence, meaning they can only be resurrected by *reality revision*[UP] or similarly powerful magic.

Augment

- If you spend 6 additional power points, you may manifest this power as a swift action.
- If you spend 4 additional power points, any powers that you manifest that deal force damage while force is your active energy type ignore power resistance.

Cosmic Blessing

Discipline psychokinesis [network]; **Level** psion/wilder 9, tactician 9, vitalist 9
Display auditory, olfactory, material, mental, visual
Manifesting Time 1 hour
Range close (25 ft. + 5 ft./2 levels)
Target 1 non-mythic creature
Duration concentration (see text)
Saving Throw Will negates (harmless); **Power Resistance** yes
Power Points 17

You imbue one creature with mythic power, granting it 1st tier in a mythic path[MA] of its choice. The creatures immediately gain the benefits of their chosen paths. Divide the duration evenly among all targets. If you die, the power immediately ends and all targets gain 1d4 permanent negative levels.

If you are not a mythic creature yourself, keeping this power active means you must concentrate on it and that the target must remain within range at all times (it loses the benefit of the tier if it leaves, but so long as you are still concentrating it regains it).

Mythic: If you expend one use of mythic power when manifesting this power, you can target up to one non-mythic creature/3 levels, the duration increases to 1 day per level and you need not concentrate. If you spend 3 uses of mythic power when manifesting this power, creatures need only remain in mental contact with you (either as a result of a mindlink[UP] power or a collective) in order to retain the benefits of this power and permanent negative levels are not suffered if you die.

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Cosmic Perspective

Discipline clairsentience (scrying); **Level** seer 7, tactician 7
Display auditory, visual
Manifesting Time 1 standard action
Range see text
Effect psionic sensor
Duration 1 hour/level
Saving Throw none; **Power Resistance** no
Power Points 13

This power functions as *clairvoyant sense*[UP], save that supernaturally enhanced senses operate through the psionic sensor and the sensor is capable of moving at a speed of 60 feet per round.

In addition, the sensor gains the ability to fly at phenomenal speeds, able to move between two planets within a solar system in 1d4 minutes and beyond that in 1d4 hours. The locations the sensor moves to need not be familiar ones, and this power is often used to explore uncharted territory throughout the universe.

Augment

If you spend 4 additional power points, you may manifest powers through the cosmic perspective as if you were in the sensor's location.

Data Transfer

Discipline metacreativity; **Level** cryptic 6, genesis 6, mirror 6, psion/wilder 7, tactician 6, vitalist 7
Display material, mental
Range close (25 ft. + 5 ft./2 levels)
Targets two machines within range, at least one of which must contain an artificial intelligence[TG]
Power Points 11 cryptic, 13 psion/wilder and vitalist

This ability functions as *true mind switch*[UP], except as noted above and that it instead transfers an artificial intelligence between storage devices and robots[B5] rather than a mind between creatures. As it is not a mind-affecting power, constructs are not immune to its effects.

Augment

If you spend 4 additional power points, you may use this power to transfer an artificial intelligence to a non-robot creature. If you do, this power gains the mind-affecting descriptor and the new target acquires the aggregate[TG] template even if they otherwise could not.

Deathless Form

Discipline psychometabolism (healing); **Level** aquanaut 3, contortionist 3, genesis 4, mirror 4, psion/wilder 4, tactician 4, thug 3, vitalist 4
Display material, visual
Manifesting Time 1 standard action
Range close (25 ft. + 5 ft./level)
Target 1 creature
Duration 1 round/level
Saving Throw Will negates (harmless); **Power Resistance** yes
Power Points 7

You place the target in a state where death cannot reach it, the creature's body healing off the bare minimum of injuries needed to keep the target alive. While under the effects of this power, no matter how low the target's hit points get, it remains alive (though not necessarily conscious).

This power does not prevent death from sources other than hit point damage, such as Constitution damage or drain, death effects, or energy drain. Powers that cure hit points affect the creature normally.

Augment

- If you spend 4 additional power points, you may use this power as an immediate action.
- If you spend 6 additional power points, you may also render the target immune to death from ability drain and death effects while they are affected by this power. Their ability scores still drop as normal from ability drain and inhibit function when reduced to 0, but being at 0 Constitution does not kill the creature.
- If you spend 4 additional power points, the duration of this power extends to 1 minute/level.

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Detect Temporal Displacement

Discipline clairsentience; **Level** cryptic 1, marksman 1, mirror 1, psion/wilder 1, psychic warrior 1, tactician 1, voyager 1, warpmind 1
Display auditory, visual
Saving Throw none; **Power Resistance** no
Power Points 1
You determine any unusual temporal translocations among targets in front of you. This functions as *detect psionics*[UP], save that you divine the following information.

1st Round: Whether any objects or creatures within range have traveled through time or timelines in a significant way (An alternate "stripe" of time resulting from an inconsequential form of time travel such as using a Shadowbore[AUC] or teleportation effect for superluminal travel does not count).

2nd Round: Which objects or creatures within range have traveled through time or timelines.

3rd Round: You determine how far each object or creature has traveled from its past or future to reach its current location in time. You also learn which alternate timelines these targets originally come from using the same parameters as determining your current timeline. If you are not aware of the timeline that a target came from, this divination provides a new name and distinguishing detail for this new timeline.

Ecological Alteration

Discipline psychokinesis; **Level** kineticist 7, tactician 7
Display olfactory
Manifesting Time 10 minutes, see text
Range 2 miles
Area 2-mile-radius circle, centered on you; see text
Duration 4d12 hours; see text
Saving Throw see text; **Power Resistance** no
Power Points 13
You change the weather in the local area. It takes 10 minutes to manifest this power and an additional 10 minutes for the effects to come into play. You can call forth weather appropriate to the climate and season of the area you are in. However, the manifester cannot change this weather once it has taken effect.

The following effects can be manifested using this power, plus additional effects at GM discretion:

- *Alter temperature*: The temperature becomes up to 60 degrees hotter or colder.
- *Clear sky*: This effect clears all clouds, weather effects, or other atmospheric phenomena from the area, leaving a clear sky above.
- *Fog*: Thick fog obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).
- *Hail*: Pelting hail pours down over the area, dealing 5d6 points of bludgeoning damage each round (Reflex half).
- *Lightning*: Once per minute, lightning strikes somewhere in the area, dealing 10d6 points of damage (Reflex half). The manifester is capable of declaring the location of a number of these strikes equal to his manifesting ability modifier.
- *Rain*: Rain ranging from a light drizzle to a torrential downpour pours down from above. If the rain is significant enough, it obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters.
- *Snow*: Snow or Sleet pours over the area. This effect blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet or snow at half normal speed with a DC 10 Acrobatics check. Failure means it cannot move in that round, while failure by 5 or more means it falls (see the Acrobatics skill for details).
- *Windstorm*: The winds become powerful and violent, moving as the manifester intends. This ability can be used to create up to tornado-force winds, blowing in whatever direction the manifester chooses. Depending on the location, this effect may whip sandstorms into being within the area.

Augment

- For every additional power point you spend, the radius increases by one mile and the duration increases by 1d12 hours.
- For every 2 additional power points you spend, you may activate an additional effect with this power.
- If you spend 2 additional power points, you may call weather that would be inappropriate for the season or climate. This includes manifesting weather in an area where no atmosphere would exist.

Ectoplasmic Recreation

Discipline metacreativity; **Level** mirror 5, shaper 5
Display auditory
Manifesting Time 1 standard action
Range touch
Target object or construct touched
Duration instantaneous, see text
Saving Throw Will negates, see text; **Power Resistance** No
Power Points 9
You restore a broken object or damaged construct to a functional state, as if it were new and intact. Any pieces missing from the object or construct remain missing. Significant missing pieces may prevent proper functioning. If the object uses charges, the object becomes fully charged. A timeworn[TG] object becomes fully charged, but does not lose the timeworn condition (this power is

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one of the few ways a timeworn item can be recharged). For 1 hour after this power is manifested on a timeworn object, that object does not suffer any chance of glitching. Other consumables such as ammunition are not restored.

When this power is manifested upon a damaged construct, all hit point damage dealt to that construct is healed.

Augment

- If you spend 4 additional power points and use 10,000 gp worth of specially-treated cognizance crystals, you may restore a destroyed construct or object to full functionality and full hit points, provided no significant portion of the destroyed construct (such as an entire limb) is missing. This removes the timeworn condition from an item. Constructs brought back in this fashion regain their memories up to the moment of their destruction and have no particular inclination to serve the manifester. If you attempt to manifest this power on an object or a construct that has been destroyed for more than 10 years per manifester level you possess, the power fails.
- If you spend 4 additional power points and use 10,000 gp worth of crystals, you may use this power to instead replicate comprehensive data stored within any machine. All information stored on the machine is replicated within an extradimensional server farm where it can be accessed by the manifester. You may force any artificial intelligences[TG] that exist inside of the targeted machine to attempt a Will save. On a failure, you may create copies of any number of AIs stored in the targeted machine and store them either in the same server farm, another extradimensional server farm, or any other receptacle in your possession which could store AI.

Ectoplasmic Voyager

Discipline psychometabolism; **Level** dread 6, egoist 6, mirror 6, psychic warrior 6, voyager 6, warpmind 6
Display olfactory
Manifesting Time 1 standard action
Range touch
Target you and one touched creature per three levels
Duration 1 hour/level (D); see text
Saving Throw Will negates (harmless); **Power Resistance** yes (harmless)
Power Points 11

This power functions as *ectoplasmic form*[UP], save that the manifester can affect others and also travel at a much greater speed. As a free action, a creature affected by this ability can change the fly speed granted by this power from 20 feet (perfect) to 600 feet (poor) or back to 20 feet (perfect). A creature can regain its physical form as desired and later resume the ectoplasmic form. Each change to and from ectoplasmic form takes 5 rounds, which counts toward the duration of the power (as does any time spent in physical form). As noted above, you can dismiss the power, and you can even dismiss it for individual characters and not others.

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Augment
If you spend 4 additional power points, you may reduce the time needed to change between physical and ectoplasmic form to one move action.

Empathic Understanding

Discipline telepathy; **Level** aquanaut 3, contortionist 3, cryptic 3, dread 3, genesis 3, mirror 3, psion/wilder 3, tactician 3, thug 3, vitalist 3, voyager 3, warpmind 3
Display mental
Manifesting Time 1 standard action
Range personal
Area 30-ft. radius centered on you.
Duration 10 minutes/level (D); see text
Saving Throw Will negates; **Power Resistance** yes
Power Points 5
You establish a field of psychic energy around yourself that facilitates easy communication between individuals, enabling them to understand whatever it is that the others are asserting with perfect accuracy. This enables all creatures to understand whatever it is that others say or attempt to communicate through other languages (sign language, for example) with perfect accuracy, even if they would otherwise not know the language.

Even if a creature is not otherwise capable of speaking (but still possesses an Intelligence score), this power can be used to interpret their feelings and emotions when they attempt to enunciate them (such as a dog barking). This does not reveal a creature's thoughts, so a being with secrets to hide may simply keep silent inside the field to avoid detection.

A creature within the area of this power is allowed a Will save to avoid entering into this link and having its words or intentions understood.
Augment
- If you spend 6 additional power points, you automatically determine when any linked creature within the area is lying.
- For every 2 additional power points you spend, the radius of this power increases by 10 feet and the save DC increases by 1.

Energy Carpet

Discipline psychokinesis (see text); **Level** gambler 6, psion/wilder 6
Display auditory, visual
Manifesting Time 1 standard action
Range long (400 ft. + 40 ft./level)
Area 1 10-ft. square/level
Duration 1 round/level
Saving Throw Reflex half; **Power Resistance** yes
Power Points 11
You generate plates of energy that cover coterminous vertical or horizontal surfaces. Any creature contacting a surface affected by this power (either by walking on it or being within 5 feet of it) takes 6d6 points of damage of your active energy type (Reflex save half). Each round that a creature remains in contact or within 5 feet of it, they take this damage again. This damage only applies to a target once per round no matter how many plates are within range.
- *Cold*: Plates of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold ball is a Fortitude save instead of a Reflex save.
- *Electricity*: Manifesting plates of this energy type provides a +2 bonus on the save DC and a +2 bonus to manifester level checks for the purpose of overcoming power resistance.
- *Fire*: Plates of this energy type deals +1 point of damage per die.
- *Sonic*: Plates of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.
Augment
For every 2 additional power points you spend, this power's damage increases by one die (d6) and this power's save DC increases by 1.

Energy Pillars

Discipline psychokinesis (see text); **Level** kineticist 8
Display auditory, visual
Manifesting Time 1 standard action
Range long (400 ft. + 40 ft./level)
Area 6 vertical 10-ft. radius pillars of energy, each 100 ft. tall
Duration concentration
Saving Throw Reflex half; **Power Resistance** yes
Power Points 15
You create six massive towers of energy across the battlefield, sweeping them through enemy ranks. Creatures and objects inside the pillars take 15d6 points of damage (Reflex half) of your active energy type.
- *Cold*: Pillars of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold ball is a Fortitude save instead of a Reflex save.
- *Electricity*: Manifesting pillars of this energy type provides a +2 bonus on the save DC and a +2 bonus to manifester level checks for the purpose of overcoming power resistance.
- *Fire*: Pillars of this energy type deals +1 point of damage per die.
- *Sonic*: Pillars of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest. For each round that you concentrate, the pillars remain where they are, dealing damage again. Overlapping pillars do not cause their damage to be dealt multiple times to targets within.

As part of concentration, you may move any of the pillars up to 20 feet in any direction.

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Augment
For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Environment Shield

Discipline psychometabolism [network]; **Level** aquanaut 1, contortionist 1, cryptic 1, dread 1, gambler 1, gifted blade 1, marksman 1, mirror 1, psion/wilder 1, psychic warrior 1, tactician 1, vitalist 1, voyager 1, warpmind 1
Display visual
Manifesting Time 1 standard action
Range touch
Target creature touched
Duration 24 hours
Saving Throw Fortitude negates (harmless); **Power Resistance** yes (harmless)
Power Points 1
You insulate the target against their surroundings. A creature protected by this power suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to attempt Fortitude saves. The creature's equipment is likewise protected.

Unaugmented, this power does not provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Augment
- If you spend 6 additional power points, the target gains the ability to breathe freely, even underwater or in a vacuum, and becomes immune to harmful gassesgases and vapors, including radiation, inhaled diseases and poisons and spells like *cloudkill*. In addition, the creature is protected from extremes of pressure. This power does not provide the ability to see in conditions of poor visibility (such as in smoke or fog), nor the ability to move or act normally in conditions that impede movement (such as underwater).
- If you spend 10 additional power points, the target gains the ability to exist comfortably at any temperature, becoming immune to heat and cold and thus becoming immune to both fire and cold damage.

Envoy Anchor

Discipline clairsentience; **Level** seer 8
Duration permanent
Power Points 15
This power functions as *anchored navigation*[UP], save that always works across planar boundaries, its duration is permanent, and it leaves behind a psionic energy signal wherever you manifest it. This signal is visible to all creatures, and you may perceive anything surrounding the signal as if by the *clairvoyant sense*[UP] power.

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Event Horizon

Discipline psychoportation (teleportation); **Level** marksman 4, nomad 6, voyager 6, warpmind 6
Display material, visual
Manifesting Time 1 standard action
Range long (400 ft. + 40 ft./level)
Area 5-ft. radius spread, see text
Duration instantaneous, see text
Saving Throw Reflex partial, see text; **Power Resistance** no
Power Points marksman 7, other 11

You create a gravitational singularity which sends all nearby creatures hurtling into it. Creatures inside the area of the effect are immediately subsumed, taking 10d6 points of force damage and becoming entangled for a number of rounds equal to your manifester level. Creatures within 10 feet of the area are allowed a Reflex save to avoid being pulled in and subsumed as creatures inside the area, but still take 5d6 points of damage on a successful saving throw.

Augment

- For every 2 additional power points spent, the save DC increases by 1 and the power's radius for both damage and pull increases by 5 feet.
- If you spend 4 additional power points, you may have the power continue to linger in its position for 1 round/level.

Extradimensional Waymaking

Discipline psychoportation [network]; **Level** aquanaut 2, contortionist 2, cryptic 2, gambler 2, gifted blade 2, mirror 2, nomad 2, psychic warrior 2, tactician 2, voyager 2, warpmind 2
Display visual
Manifesting Time 1 standard action
Range personal
Target you
Duration 1 hour/level
Saving Throw Will negates (harmless); **Power Resistance** no
Power Points 3

Blending this dimension with others, you move unimpeded through space. You gain a +10 enhancement bonus on all of your movement speeds.

Augment

- For every 2 additional power points you spend, you may affect an additional willing creature within close range with this power.
- For every 2 additional power points you spend, your movement speeds increase by an additional 5 feet.
- If you spend 4 additional power points, you may tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half your speed.

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- If you spend 6 additional power points, you may phase entirely into the Ethereal or Shadow Plane and travel through the nothingness unimpeded however you wish. In this realm, you move at a rate of 50 miles per hour. Because of the blurring of the senses between this planar interstice and the Material Plane, you cannot make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It is impossible to judge distances accurately, making the power virtually useless for scouting or spying.

  Furthermore, when the power effect ends, you are shunted 1d10 x 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10 x 1,000 feet in the same 2nd direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save). If you instead spend 10 additional power points, you may use this ability to travel long distances between planets.

  Although the exact travel time will vary from one trip to the next, a trip within a solar system normally takes 2d6 days, and a trip beyond normally takes 2d6 weeks (or more, at the GM's discretion). The power's duration extends to the duration of this trip. If you spend 4 additional power points while manifesting this power to phase, you can perceive your surroundings perfectly when traveling through another plane and are not shunted out when the power ends (unless you are inside an object).

Facilitate Alteration

Discipline psychometabolism; **Level** aquanaut 2, contortionist 2, cryptic 2, egoist 2, genesis 2, tactician 2, thug 2, vitalist 2
Display material
Manifesting Time 1 standard action
Range touch
Target 1 creature
Duration 1 hour/level
Saving Throw Fortitude negates; **Power Resistance** yes
Power Points 3

You smooth the creature's biological makeup to help it better accommodate changes. All Heal checks made on the creature for any reason gain a +5 circumstance bonus for the duration of this power, but the creature also takes a -2 penalty to all saving throws against psychometabolism, transmutation, and polymorph effects.

Augment

- For every 2 additional power points spent in this way, the bonus to skill checks against the target increases by 2 and the penalty to saving throws increases by 1.
- If you spend 6 additional power points, all critical hits are automatically confirmed against the target for the duration of this power.

False Sensory Input, Complex

Discipline telepathy [mind-affecting]; **Level** mirror 5, telepath 5
Display mental
Manifesting Time 1 round
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration concentration, up to 1 min./level (D)
Saving Throw Will negates; **Power Resistance** yes
Power Points 9

This power functions as *false sensory input*[UP], save that the effects are more potent and can take more forms. Two senses rather than 1 are affected by this power, and it is possible to create sensations where none exist or alter the perceived size of an entity by more than 50%.

Augment

- For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.
- For every 2 additional power points you spend, you may affect an additional sense with this power.
- If you spend 2 additional power points, you may use this power to interfere with clarifying abilities. Any creature affected by this power loses any insight bonuses they possess. If you spend 2 additional power points beyond this, any insight bonuses it possesses become penalties of equal amount.
- For every 2 additional power points you spend on this power (including as part of another augment), the save DC increases by 1.

Feed to Oblivion

Discipline athanatism [death]; **Level** conduit 8
Display auditory, mental, olfactory
Manifesting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Target 1 creature
Duration concentration (maximum 1 round/level)
Saving Throw Fortitude partial; **Power Resistance** no
Power Points 15

You violently tear open a portal to the netherworld inside the target, consuming its very essence and reducing it to nothingness. Each round you concentrate, the target must succeed at a Fortitude save or take 10 points of damage per manifester level alongside 1d4 negative levels. A successful saving throw halves the damage and reduces the negative levels to 1. If reduced to 0 hit points, the target is obliterated completely, and can only be restored via a *reality revision*[UP] power or similarly powerful magic.

Augment

- For every 2 additional power points you spend (including as part of other augments), this power can affect an additional creature and the save DC increases by 1.
- For every 3 additional power points you spend, you may target one additional creature or object each round you concentrate.

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Feign Familiarity

Discipline telepathy [mind-affecting]; **Level** cryptic 3, dread 3, mirror 3, psion/wilder 3, tactician 3, thug 2, voyager 3, warpmind 3
Display mental
Manifesting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target 1 creature/level
Duration 1 minute/level, see text
Saving Throw Will negates; **Power Resistance** yes
Power Points 5

You distract creatures to make them think that all is normal, thinking of even the most absurd phenomena as normal and unworthy of attention. Affected creatures are always treated as having an indifferent disposition towards you and will not interact with you unless directly asked to. They view you as unworthy of note regardless of your appearance (for example, an affected creature would respond to an aboleth no differently than he would to a human or dwarf).

Any events an affected creature witnesses while affected by this power are dismissed as similarly mundane regardless of what they are. If you and your allies are beating a member of the city guard for information, creatures within the area do not think this is unusual or cause for alarm; if your ally is aiming a crossbow at someone from a balcony, the affected creatures accept this as normal and unworthy of concern.

When the power ends (or when the affected creatures move outside of the range of the power), observers see things normally but altered perceptions from the earlier events remain. Each mention of the events as noteworthy (such as being questioned about them by an authority figure) allows the target another Will save to break the effect and remember things normally.

Any hostile actions by you or your allies against a creature or its allies break the effect of the power for that creature.

Augment

- For every 2 additional power points you spend (including as part of other augments), this power can affect an additional creature and the save DC increases by 1.
- If you spend 4 additional power points, you can perform hostile actions against a creature without having it automatically break this effect. However, they are entitled to another saving throw to break the effect every time they are attacked.
- If you spend 8 additional power points, targets lose all memory of events that happened while under the effects of this power immediately after the power expires.

Floral Alteration

Discipline psychometabolism; Level aquanaut 3, psion/wilder 3, tactician 3, vitalist 3
Display olfactory
Manifesting Time 1 standard action
Range see text
Area or **Target** see text
Duration instantaneous
Saving Throw none; **Power Resistance** no
Power Points 5

Channeling psionic power through an environment, you stimulate or purge plant life in one of a variety of ways.

Clear Growth: This version of the spell causes normal vegetation within long range (400 feet + 40 feet per level) to shrink to about one-third normal size, becoming untangled and less bushy. The affected vegetation is reduced in size and potency, enabling individuals to travel at normal speeds through an otherwise-overgrown area. This version of floral alteration automatically dispels any spells or effects that enhance plants, such as entangle, wall of thorns, or another floral alteration. At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter-circle. You may also designate portions of the area that are not affected.

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Enrichment: This effect targets plants within a range of a half-mile, raising their potential productivity over the course of the next year to one-third above normal.

Overgrowth: This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, and so on) within long range (400 feet + 40 feet per caster level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. If this spell is cast on an area that is already affected by any spell or effect that enhances plants, such as entangle or wall of thorns, any DC involved with these spells is increased by 4. This bonus is granted for 1 day after the casting of this spell. At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle. You may designate places within the area that are not affected.

Stunt Growth: This version of the spell targets all normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to half normal.

Augment

- If you spend 6 additional power points, you may use the enrichment and overgrowth effects of this power on terrain that plant life could not normally grow on, making the area hospitable to plant life and causing the soil to become fertile in addition to causing plant growth. The terrain becomes fertile enough to grow basic crops, enough to feed 1 person/level.
- If you spend 10 additional power points, you may use the stunt growth effect to cause an area to become barren, unable to sustain any sort of plant life and slowly killing any plant life that exists upon it.

Flowing Traversal

Discipline psychometabolism [water]; **Level** aquanaut 2, contortionist 2, cryptic 3, genesis 3, gifted blade 2, marksman 2, mirror 3, psion/wilder 3, psychic warrior 3, tactician 3, vitalist 3, voyager 3, warpmind 3
Display visual
Manifesting Time 1 standard action
Range personal
Target you
Duration 1 round/level
Saving Throw Fortitude negates; **Power Resistance** no
Power Points 5

You maneuver as if surrounding water is an extension of your body, enabling you to move along it with relative ease. While in contact with a liquid (at least the size of a 5-foot wide puddle), your land movement speed, climb speed, and swim speed are increased by 20 feet, and you do not treat any wet surface as slippery.

In addition, you become partially liquid in form yourself, granting you a 20% miss chance against all attacks and a 25% chance to ignore critical hits and precision damage (this does not stack with the *fortification* armor special ability or similar abilities).

Augment

- For every 2 additional power points you spend, the miss chance increases by 10% and the critical hit ignorance chance increases by 25%, to a maximum of 50% and 100% respectively.
- For every 2 additional power points you spend, the movement speed bonuses increase by an additional 10 feet.
- If you spend 4 additional power points, you can merge even with harmful liquid without taking damage or suffering other ill effects from being in contact with it.
- If you spend 6 additional power points, you gain the ability to instantly transport yourself to any space adjacent to a body of liquid you are in contact with. Such transportation is a move action.

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Gravitic Charge

Discipline psychoportation; **Level** gambler 5, marksman 4, nomad 5, tactician 5, voyager 5, warpmind 5
Display material, olfactory
Manifesting Time 1 standard action
Range long (400 ft. + 40 ft./level), see text
Target 1 creature or object
Duration 1 round/level
Saving Throw Fortitude negates (affects objects), see text; **Power Resistance** yes
Power Points marksman 7, other 9

You immensely increase the mass of an object, causing other objects to fall towards it. On a failed save, all creatures and objects within 40 feet of the target move towards the target each round as if affected by a drag combat maneuver in the direction of the target using your manifester level in place of your Combat Maneuver Bonus and you add your manifesting ability modifier in place of your Strength or Dexterity modifier. If creatures are within the area of effect of two *gravitic charge* powers, they are pulled apart by the combating forces, taking 5d6 points of damage each so long as they remain in the area (Fortitude negates).

If used in an environment of no gravity, this power can be used on an object to grant it a light, normal, or heavy gravity field out to 40 feet. Creatures can walk along the object as if it was ground acting in gravity of the specified type, treating the direction towards the object as "down." Oblong shapes in the structure may cause certain parts of its surface to be treated as difficult terrain. This power is often used upon starships to simulate baseline gravity.

Augment

- For every 2 power points you spend, the gravity field's range increases by 10 feet, the save DCs increase by 1, and the CMB increases by 1.
- If you spend 6 additional power points, you may grant a target a gravity field even within areas that possess gravity. Creatures within this gravity field ignore any gravity possessed by objects or entities outside the field.

Halt

Discipline psychokinesis [cold]; **Level** dread 5, kineticist 5, mirror 5, tactician 5, voyager 5, warpmind 5
Display auditory, visual
Manifesting Time 1 standard action
Range personal
Area 30-foot radius centered on you
Duration instantaneous and concentration (maximum 1 round/level)
Saving Throw Fortitude partial, see text; **Power Resistance** yes
Power Points 9

Sapping all energy from the surrounding area, you leave everything within range at a standstill. Projectiles in the area lose their momentum and clatter to the ground where they are and creatures in the area (excluding the manifester) must succeed at a Fortitude save or become paralyzed for the duration of this power. Creatures normally immune to paralysis are still affected by this power, but those immune to cold are not. Creatures may attempt a Fortitude save each round to escape this effect each round that the manifester concentrates.

Augment

- If you spend 4 additional power points, this power can be manifested as an immediate action.
- If you spend 2 additional power points, you may attempt to dispel a single power in the area as per *dispel psionics*[UP] as part of manifesting this power.
- For every 2 additional power points spent on this power, the radius increases by 10 feet and the DC increases by 1.

Hive Control

Discipline telepathy; **Level** mirror 4, psion/wilder 4, tactician 4
Display olfactory
Manifesting Time 1 standard action
Target 1 unintelligent creature or swarm of unintelligent creatures
Saving Throw Will negates; **Power** Resistance yes
Power Points 7

Your willpower seizes hold of a nearby entity of infinitesimal intellect, enabling you to usurp control over their actions. This power functions as *mind control*[UP], except that it takes control of a single creature or swarm of creatures with an Intelligence score of -. Even if such creatures cannot understand your commands, they intuitively know your commands and obey them.

Augment

- For every 2 additional power points you spend, you may target one additional creature or swarm with this effect.
- If you spend 6 additional power points, you may use this power to control intelligent swarms or troops as if they were unintelligent swarms.
- For every 2 additional power points you spend (including as part of other augments), the save DC of this power increases by 1.

Holographic Projection

Discipline metacreativity (figment); **Level** cryptic 2, dread 2, mirror 2, shaper 2, thug 2
Display auditory, material, visual
Manifesting Time 1 standard action
Range long (400 ft. + 40 ft./level)
Area four 10-ft. cubes + one 10-ft. cube/level (S)
Duration concentration
Saving Throw Will negates, see text; **Power Resistance** no
Power Points 3

You spread a wave of gaseous ectoplasm throughout an area, using it to conduct energy and thus project images and sound. You may use this ability to create any images,

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sounds, or thermal sensations that you wish within the area. Creatures that attempt to interact with these projections are allowed a Will save to recognize that they are not real, but even upon recognizing their falsehood are not able to see through them.

So long as you concentrate on this power, you may cause the figments created with this ability to move and change however you wish. These sensations cannot deal damage to creatures.

Augment

- If you spend 2 additional power points, you may choose to extend the duration of this power to concentration + 1 round/level, rather than concentration. You may program the actions of the projection however you wish, including having it respond to certain stimuli. If you spend 2 points on top of this, the duration becomes concentration + 1 minute/level, and 2 more on top of this changes it to 1 hour/level).
- If you spend 8 additional power points, you may choose to make the effects of this power permanent.
- If you spend 4 additional power points, you may use this power to override the sense of all creatures in the area. All creatures inside are treated as blind and deaf while inside the area of this effect. Succeeding at a Will save to recognize that this is a figment does not negate the blindness, or deafness.
- If you spend 6 additional power points, you may use this ability to selectively override existing sensations and interpretations within the area of effect. You may cause certain objects, effects, or creatures to become invisible while they are within the area of this power.
- If you spend 2 additional power points, you may use this ability to modify sensations of smell, taste, and touch within the area.
- If you spend 2 additional power points, the area increases to 1 30-foot cube/level.
- If you spend 4 additional power points, you may cause the holograms to be able to harm creatures within the area that you wish harmed, dealing 2d6 force damage +1 point of force damage per manifester level (Fortitude half). If you do, this power gains the (force) descriptor.
- For every 2 power points you spend augmenting this power (including as part of other augmentations), the save DC increases by 1.

Hydration Sphere

Discipline metacreativity [water]; **Level** aquanaut 2, cryptic 3, genesis 3, mirror 3, psion/wilder 3, tactician 3, voyager 3, warpmind 3
Display material, olfactory
Manifesting Time 1 standard action
Range personal; 10-ft. radius globe of liquid centered on the manifester
Duration 1 minute/level
Saving Throw Reflex partial, see text; **Power Resistance** no
Power Points 5

Condensing raw ectoplasm into a sphere of liquid, you surround and protect yourself with it. This effect creates a globe of liquid out to 10 feet, centered on you. Creatures inside the sphere can breathe normally but move as if underwater. Ranged attack rolls into or out of the sphere

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take a -2 penalty. The liquid moves with you, and if you are capable of swimming, you may use your swim speed to move yourself and thus the liquid. The liquid is centered on you and not bound by gravity in the normal manner, enabling one to swim through air by swimming upwards as the sphere follows. Creatures adjacent to the edge of the sphere when this power takes effect are allowed a Reflex save to move out of the sphere.

Augment

- If you spend 2 additional power points, you may create this power as a stationary effect, causing it not to move with you and enabling you to move out of the sphere.
- If you spend 2 additional power points when manifesting this power, you gain a swim speed equal to your base movement speed so long as you are in the sphere.
- If you expend 2 additional power points, the liquid is treated as water for all purposes, and creatures unable to breathe in water cannot breathe inside the sphere.
- If you expend 4 additional power points, the liquid becomes acidic, dealing 5d6 points of acid damage each round to all creatures inside save for the manifester (Fortitude save for half).
- For every 2 power points you spend augmenting this power (including as part of other augments), the radius increases by 10 feet.

Hydrokinesis

Discipline psychokinesis [water]; **Level** aquanaut 4, kineticist 4, tactician 4, voyager 5, warpmind 5
Display auditory, olfactory
Manifesting Time 1 standard action
Range long (400 ft. + 40 ft./level)
Area water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)
Duration 10 min./level (D), see text
Saving Throw none; see text; **Power Resistance** no
Power Points 7

You force water into or out of an area, raising or lowering the water level. You may choose to either raise or lower water.

Lower water: This causes water or similar liquid to reduce its depth by as much as 2 feet per manifester level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to manifester level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the power creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the power. When cast on water elementals and other water-based creatures, this power staggers them for 1 round/level (Will negates). The power has no effect on other creatures.

Raise water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the power creates. If the area affected by the power includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land. This power can be used to call up water that is not in its liquid state (for example, melting underground ice and bringing it to the surface, or transforming water vapor to condense).

With either version of this power, you may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect.

Augment

- For every 4 power points you spend, the area of this power doubles in one dimension.
- If you expend 4 additional power points, you may use this power on liquid other than water, such as oil, magma, or slag. Effects are modified to accommodate this (for example, a creature with magma for blood may be affected as a water elemental).
- If you spend 2 additional power points, you may use the raise water effect of this power even if there is no water (or other material being used) present.
- If you spend 8 additional power points, you may siphon water from plant life and living creatures within range of this power when using lower water. Subjects that you choose to siphon water from take 1d6 points of damage for every power point spent on this power, or 1d8 if they are water elementals or plant creatures. Creatures are allowed a Fortitude save to halve this damage.
- If you spend 8 additional power points, you may manipulate water you have raised with raise water as a standard action so long as you concentrate. The water moves up to thirty feet per round. The mass of water possesses the engulf special ability, automatically engulfing any creature or object that it moves over and that fits within its dimensions. The Reflex save DC of engulf is equal to the saving throw of this power, and engulfed creatures take 8d6 points of damage per round while engulfed.

Id Autopilot

Discipline psychokinesis; **Level** cryptic 3, dread 3, genesis 3, mirror 3, psion/wilder 3, psychic warrior 3, tactician 3, voyager 3, warpmind 3
Display auditory
Manifesting Time 1 standard action
Range close (25 ft. + 5 ft./level)
Target 1 vehicle or mech
Duration concentration
Saving Throw none; **Power Resistance** no
Power Points 5

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Extending your consciousness into a mech* or vehicle, you command the machine to move automatically without a physical driver. While you concentrate, you may control the mech or vehicle as if you were piloting it regardless of your location. If you are controlling a mech with this power, it functions as if you were controlling it with the Remote Piloting* feat.

The mech or vehicle may not make attacks or combat maneuvers but may otherwise perform any other actions that it would normally be capable of.

Augment

- For every 4 additional power points you spend, you may use this power to control one additional mech or vehicle at the same time.
- If you spend 4 additional power points, you may allow a vehicle or mech under your control to make attacks or combat maneuvers.
- If you spend 6 additional power points, this power's duration changes from concentration to 1 round/level.

Insurrection

Discipline telepathy (compulsion) [mind-affecting]; **Level** cryptic 2, dread 2, mirror 2, psion/wilder 2, thug 2
Display mental
Manifesting Time 1 standard action
Range close (25 ft. + 5 ft./level)
Target 1 creature
Duration 1 round/level
Saving Throw Will negates; **Power Resistance** yes
Power Points 3

You sow discord and tension in your opponent's mind, stemming them to violence against their former allies.

The affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round. Creatures forced by an insurrection to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics.

Affected creatures will continue to attack unconscious allies until they are dead and may go beyond killing them if the character knows that resurrection is easily obtainable.

If there are no creatures which the creature would be able to attack while acting abnormally, it moves in a random direction that turn.

Augment

- For every 2 power points you spend, the save DC increases by 1 and an additional target may be selected with this power. Additional targets must be within 15 feet of the original.
- If you spend 6 additional power points, the target has a 75% chance to attack the nearest target each round rather than 50%.

Interference Field

Discipline psychokinesis; **Level** cryptic 4, dread 4, marksman 4, mirror 4, psion/wilder 4, psychic warrior 4, tactician 4
Display auditory
Manifesting Time 1 standard action
Range personal
Area 20-ft. emanation centered on you
Duration 1 round/level
Saving Throw Fortitude partial; **Power Resistance** no
Power Points 7

Psychokinetic static floods the area, making it difficult for foes to focus or utilize their abilities. Creatures within this aura that fail their Fortitude save take a -8 penalty on all concentration checks made while inside the area of this effect and may not concentrate on powers or spells while in the area. Creatures that succeed at their save take only a -4 penalty on such checks and may concentrate as normal.

Augment

- If you spend 2 additional power points, you may exempt yourself from the effects of this power.
- If you spend 6 additional power points, you may cause this power to not have a Fortitude save, treating all creatures inside the area as if they had failed their save.
- For every 2 power points spent augmenting this power (including as part of other augments), the save DC increases by 1 and the range increases by 10 feet.

Interplanetary Psychoport

Discipline psychoportation (teleportation); **Level** psion/wilder 9, tactician 9, vitalist 9
Power Points 17

This functions as *greater psychoport*[UP], except there is truly no range limit and you do not need to have seen your destination, though you must have a solid grasp of which world you wish to travel to ("the third planet from the sun" is an acceptable destination, but "a habitable world near that bright star" is not).

If you have a specific location on a planet in mind, you arrive there without a chance of failure; otherwise you arrive at a location that would not immediately be life-threatening. If no such safe landing zone exists on the world, such as someone attempting to travel into the sun without the proper precautions in place, the power simply fails.

Kinetic Arsenal

Discipline psychokinesis; Level cryptic 2, gambler 2, gifted blade 2, marksman 2, mirror 2, psion/wilder 2, psychic warrior 2, tactician 2
Display mental
Manifesting Time 1 standard action

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Range close (25 ft. + 5 ft./2 levels)
Target 1 weapon
Duration concentration
Saving Throw Reflex negates, see text; **Power Resistance** no
Power Points 3

On your command, a weapon rises into the air and begins to attack. If the weapon is attended by another creature, the weapon's owner is allowed a Reflex save to prevent the weapon from being controlled by this power. When a weapon becomes controlled by this power you may move the weapon up to 30 feet.

The weapon targets a target you designate that is within range of the weapon, making one attack or combat maneuver (chosen by you) in the round this power is manifested and continuing each round thereafter on your turn. It uses your base attack bonus plus your Intelligence, Wisdom, or Charisma modifier as its attack bonus but cannot make iterative attacks.

Any bonuses you have that would apply to that particular type of weapon (such as the Weapon Focus and Whip Mastery[UC] feats or a fighter's weapon training class feature) as well as any enhancement bonus or masterwork bonus that the weapon has apply to attacks or maneuvers made with the affected weapon.

Each round after the first, you can use a move action to redirect the weapon to a new target and move it up to 30 feet. If you do not redirect the weapon, the weapon continues to attack the previous round's target.

Augment

- For every 4 additional power points that you spend, this power may target an additional weapon within range. All of the weapons make attacks and may be moved using the same move action.
  - If you spend 2 additional power points that you spend, the distance which you may move a weapon with this power as a move action increases by 10 feet.
- If you spend 6 additional power points, you enable these weapons to make two attacks per round instead of one.
- By spending 4 additional power points, you may have any affected weapons use your manifester level in place of your base attack bonus.

Kinetic Crash

Discipline psychokinesis [force, network]; **Level** aquanaut 3, contortionist 3, gambler 3, genesis 3, gifted blade 3, mirror 3, psychic warrior 3, tactician 3, voyager 3, warpmind 3
Display auditory
Manifesting Time 1 full-round action
Range see text
Target you, see text
Saving Throw Reflex half, see text; **Power Resistance** no
Power Points 5

Absorbing kinetic energy from around you, you propel yourself forward like a living missile. Make a charge attack which does not provoke attacks of opportunity against a target within range. On a successful hit, the first attack made as part of this charge deals 5d4 additional points of force damage and the target is subjected to a bull rush attempt (Reflex save for half damage and to negate the bull rush). The force has a Strength modifier equal to your Intelligence, Wisdom, or Charisma modifier (whichever is highest). The CMB for the force's bull rush uses your manifester level as its base attack bonus.

Augment

- For every additional power point spent augmenting this power (including from other augments), the force damage from this power increases by 1d4.

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- For every 2 additional power points spent augmenting this power, any bull rush attempt made with this power gains a +2 bonus.
- If you spend 4 additional power points, you gain a fly speed equal to your base land speed while making the charge attack with this power.
- For every 6 additional power points spent augmenting this power, you may make a charge attack against an additional creature as part of manifesting this power, adding the additional damage to the first attack made against each creature you charge.
- If you spend 4 additional power points, the charge attack ends with a massive explosion of force in a 30-foot radius centered on the creature charged. The force damage and bull rush attempt are dealt to all creatures within the area (excluding you).

Kinetic Redirection

Discipline psychometabolism [force, network]; **Level** aquanaut 3, contortionist 3, gambler 3, genesis 3, gifted blade 3, mirror 3, psychic warrior 3, tactician 3, voyager 3, warpmind 3
Display auditory
Manifesting Time 1 immediate action
Range personal, see text
Target you, see text
Duration 1 round/level or until discharged
Saving Throw see text; **Power Resistance** no
Power Points 5

You brace your body to absorb any oncoming impact that strikes it, dismissing the energy or possibly redirecting it back at a foe. When you are dealt bludgeoning or force damage or would be subjected to a bull rush, you may manifest this power to immediately negate the damage or forced movement. This energy is stored until it is discharged through one of the methods below. You may perform one of the following actions with the stored energy.

Impact: When you deal damage with a melee attack, you may spend an immediate action to deal additional force damage equal to the damage you would have taken, or 1d6 force damage for every 5 feet you would have been moved.

Propulsion: As a move action, you may fly up to 5 feet in any direction for every 5 points of damage you would have taken or every 5 feet you would have been moved.

Rebuttal: As a standard action, you may deal the same amount of damage that would have been dealt to you to another creature or object within close range (25 feet + 5 feet/level) (Fortitude save half) or treat such a target as if they have been subjected to a bull rush with the same check result that was used against you.

Augment

If you spend 6 additional power points, you may use the propulsion or rebuttal abilities without spending an action as soon as the damage or movement is determined. Alternatively, after damage is determined, you may make an attack of opportunity as part of manifesting this power. If the attack of opportunity is successful, you automatically apply the damage from impact to it.

Latent Programming

Discipline telepathy [mind-affecting]; **Level** dread 6, psion/wilder 6, tactician 6, vitalist 6
Display auditory, mental
Manifesting Time 1 hour
Range close (25 ft. + 5 ft./level)
Target one creature
Duration permanent until discharged, see text
Saving Throw see text; **Power Resistance** yes
Power Points 11

You place a trigger inside the target's mind, setting it to take effect when certain conditions are met. This power functions as *trigger power*[UP], save that the power you set to trigger is placed in the target creature's mind rather than on your body and that the power cannot have a range of personal.

You must still manifest the power you wish to trigger, and if its normal manifesting time is longer than 1 hour the manifestation time for that power is used in place of latent programming's normal manifesting time. The target is allowed a save against that power at the time of its initial manifesting, but the power does not take effect unless the trigger (set at the moment the creature is affected) occurs.

A creature can only be affected by one latent programming power at a time, but a single manifester can have multiple instances of this power active upon multiple creatures.

This power can be made permanent with an incarnate power (minimum ML 19th) at a cost of 27,500 gp. If this is done, the power becomes latent again when its duration expires, and can be reactivated by the same trigger an infinite number of times.

Augment

- If you spend 4 additional power points, you may use latent programming to set a power that would otherwise have a range of personal.
- If you spend 2 additional power points, you may have the triggered power affect a creature or object that the target is touching rather than the target itself. For example, you could force a creature to attempt a save against malefic metamorphosis* as soon as it shakes hands with the creature affected by latent programming.

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Legion's Resolve

Discipline telepathy [mind-affecting, network]; **Level** tactician 8
Display mental, visual
Manifesting Time 1 full-round action
Range long (400 ft. + 40 ft./level)
Target you and up to one psionic creature/level
Duration 1 min/level
Power Points 15

This functions as the *metaconcert*[UP] power, save that the area is more expansive and can accommodate more creatures. In addition, creatures may choose to invest additional power points into the metaconcert at any given time as a free action and may move at their normal speeds while affected by this power.

Lifeseeker

Discipline athanatism; **Level** cryptic 5, dread 5, genesis 5, marksman 4, mirror 5, psychic warrior 5, psion/wilder 5, tactician 5, thug 4, vitalist 5, warpmind 5
Display mental
Manifesting Time 1 standard action
Range personal
Area 60-ft. radius spread centered on you
Duration 10 minute/level
Saving Throw none; **Power Resistance** yes
Power Points marksman 7, others 9

Reaching out, you probe the area around you for any signs of life, detecting all souls or other entities that wander your vicinity. You automatically detect any living creatures that are in the area, knowing their exact location. This ability works even through physical barriers, and line of effect is not required in order to sense an entity with this ability. This ability only works on living creatures, so undead, objects, and constructs are not detected.

Augment

- If you spend 4 additional power points, you automatically possess line of effect with your psionic powers on any creature that you detect, even if it would otherwise be on the other side of some obstacle.
- If you spend 2 additional power points, this power also works on undead.
- For every additional power point you spend, the range of this ability increases by 5 feet.

Lore of the Deceased

Discipline athanatism; **Level** conduit 9
Display mental
Manifesting Time 10 minutes
Range touch
Target one dead creature
Duration instantaneous
Saving Throw none; **Power Resistance** yes
Power Points 17

Drawing upon the secrets of a dead creature's body, you draw upon the knowledge it possessed in life. You learn one psionic power known by the deceased creature, including one that it possesses as a psi-like ability. You

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may manifest this power as if it were a power known. You can gain knowledge of a power of any level that you can manifest, even if the power is not normally on your power list. Knowledge of powers gained through *lore of the deceased* does not count toward the maximum number of powers a character can know per level.

A character is limited to gaining a number of total powers from lore of the deceased and *psychic chirurgery* equal to their key ability modifier.

Malefic Metamorphosis

Discipline psychometabolism; **Level** dread 3, psion/wilder 3, vitalist 3
Display material
Manifesting Time 1 standard action
Range touch
Target 1 creature
Duration permanent
Saving Throw Fortitude negates; **Power Resistance** yes
Power Points 5

While enhancing one's abilities with psychometabolic power is difficult, inhibiting those of an opponent is a technique that many find easier to gain a grasp upon.

On a failed Fortitude save, the target creature is affected by one of the following penalties:

- A -6 penalty to one ability score.
- Size is decreased by up to 2 size categories, applying a -2 penalty to Strength for each size the target is reduced. The target's Dexterity is not increased from this size reduction.
- The target becomes blind or deaf, as chosen by the manifester.
- The target's natural armor decreases by 3 (minimum 0).
- The target's damage reduction is reduced by 5 (minimum 0).
- Any regeneration or fast healing the target possesses is reduced by 5 (minimum 0). If the target's regeneration cannot be bypassed, it cannot be reduced below 1.
- The target's fly maneuverability is reduced by 2 steps. If it would go below poor, the target loses the ability to fly.
- The target takes a -4 penalty on all attack rolls, skill checks, ability checks, and saving throws.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action. This ability can only be selected up to twice. The second time, it causes the target to only have a 25% chance of acting normally This power cannot be dispelled normally, but any effect that would remove ability damage is capable of removing the effects of this power.

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Augment

- For every 4 additional power points you spend, you may select another effect to apply to a creature. The same effect can be applied any number of times unless stated otherwise.
- If you spend 2 additional power points, the range increases from touch to close (25 feet + 5 feet/level). For every 2 power points you spend in addition to this, you may select an additional target within range.
- If you spend 4 additional power points, you gain the ability to affect a creature with multiple manifestations of this power.
- If you spend 4 additional power points, you may choose to apply the following penalty: Target loses use of a limb. If this limb is a leg, fin, wing or other method of mobility, the target's speed that uses that limb is halved. If it loses all such limbs, it cannot use that method of movement. If this limb is an arm, the target loses the ability to manipulate anything (including weapons) with that arm. If all arms are disabled in this way, the target cannot apply somatic components to spells.
- For every 2 power points you spend augmenting this power (including as part of other augments), the save DC increases by 1.

Malfunction

Discipline psychokinesis; **Level** cryptic 1, dread 1, mirror 1, psion/wilder 1, psychic warrior 1, tactician 1, warpmind 1
Display material
Manifesting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Target one object
Duration instantaneous
Saving Throw Fortitude negates, affects objects, see text; **Power Resistance** yes
Power Points 1

You disrupt the function of a technological object. On a failed save, the next time the object is used, it is treated as timeworn[TG], and the user must roll on the appropriate glitch table to determine the functionality of the weapon. If the wielder is carrying the targeted object when this power is used, the wielder may use their own Fortitude saving throw modifier in place of the object's saving throw modifier.

Augment

- By spending 8 additional power points, the manifester may choose the glitch that occurs rather than having the glitch be determined by a roll.
- By spending 6 additional power points, you may manifest this power as an immediate action rather than a standard action.
- For every power point, you may target one additional object within range with this power.
- By spending 8 additional power points, you may cause the weapon to become permanently timeworn, causing it to glitch every time that it is used. This can be removed with a DC 30 Craft (mechanical) check.

Mechanical Combination

Discipline psychometabolism; Level dread 6, psychic warrior 6, tactician 6, voyager 6
Display auditory, olfactory, visual
Manifesting Time 1 full-round
Range close (25 ft. + 5 ft./2 levels)
Target 1 construct or mech/level
Duration 1 round/level (D)
Saving Throw Will negates (harmless); **Power Resistance** no
Power Points 11

Calling upon all constructs from around you, you invite them to fuse together into an immense avatar of battle. The fused construct has the combined hit points of all components used to create it. For each of its ability scores, the fused construct's score is the highest among the components, and the fused construct also has the highest Hit Dice among the components for the purpose of base attack bonus, saving throws, and other effects. The fused being has all Mech Enhancements* of its components.

The fused construct gains an additional +2 to one of its ability scores for each component beyond the second that makes up its form (the bonus on any one ability score cannot exceed 1/4 your manifester level), and is one size larger than the largest component (this increases to two sizes larger if at least three components compose the fused construct, or three sizes larger if more). For each size larger the fused construct becomes, it gains a +2 size bonus to Strength and takes a -2 penalty to Dexterity. If any of the components are piloted, the pilots all share a cockpit, one of them commanding the mech as a whole.

When this power's duration ends, the fused construct separates. The other components appear in an area adjacent to each other that you determine. Damage taken by the fused construct is split evenly between all components and their pilots at the end of the effect, while any ongoing effects are applied to a single randomly determined component construct. The helmsman cannot leave the fusion with more hit points than they entered it with, unless they were damaged prior to the fusion and were subsequently healed. If a fused construct is destroyed, it separates into its components, all of which are also destroyed.

Augment

If you spend 4 additional power points, this power lasts for 1 minute/level.

Mechanical Rapture

Discipline psychokinesis; **Level** psion/wilder 9
Display visual
Manifesting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels) area all technological effects and technological items within a 40-ft.-radius burst, or one technological item (see text)
Duration 1 minute/level
Saving Throw Fortitude negates; **Power Resistance** no
Power Points 17

The ultimate weapon in the face of ever-escalating conflict is the ability to invalidate your opponent's greatest assets.

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All technological effects and technological items within the radius of the power, except for those that you carry or touch, are raptured. Technological items[TG] must succeed at a Fortitude save or lose all charges, and those that do not use charges have their effects suppressed for 1 minute/level. Robots[B5] in the area must succeed at a Fortitude save or be dazed for the duration of the power, becoming staggered on a successful saving throw. An item in a creature's possession uses its own Fortitude save bonus or its possessor's Fortitude save bonus, whichever is higher. If an item's saving throw results in a natural 1 on the die, the item is destroyed instead of being suppressed.

You can also use this power to target a single item. The item gets a Fortitude save at a –5 penalty to avoid being permanently destroyed. Even artifacts are subject to *mechanical rapture*. If successful, the artifact's power unravels, and it is destroyed.

Memory Revelation

Discipline clairsentience [network]; **Level** cryptic 1, dread 1, genesis 1, mirror 1, psion/wilder 1, tactician 1, vitalist 1, warpmind 1
Display mental
Manifesting Time 1 standard action
Range touch
Target you and one creature touched
Duration instantaneous
Saving Throw Will negates; **Power Resistance** yes
Power Points 1

You make contact with the memory of your target and share a single memory of no longer than 1 minute. You can show the target one of your memories, show the target one of its own memories, or view one of the target's memories. Both you and the target receive full sensory experience of the chosen memory.

Augment

- For every additional power point you spend, you may share 1 additional minute of memories with the target.
- If you spend 6 additional power points, you may display false memories with this power. The target is allowed a Will save to recognize these memories as false, receiving a +5 bonus to its save if they were present at the time of the original event.
- If you spend 6 additional power points, you can share a memory that emboldens or demoralizes a creature. You may embolden the target (granting a +2 morale bonus to attack rolls, saving throws, and skill checks) or demoralize them (causing them to become shaken). This effect lasts for 1 minute/level. If you instead spend 10 additional power points, the bonus or penalty from this effect is doubled.
- For every 2 power points you spend augmenting this power (including as part of other augments), you may select an additional target within 15 feet of the original and the save DC increases by 1).

Mental Evolution

Discipline psychometabolism; **Level** cryptic 5, dread 5, psion/wilder 5, tactician 5, vitalist 5
Display mental, olfactory
Manifesting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration instantaneous
Saving Throw Will negates; **Power Resistance** yes
Power Points 9

Reaching into a creature's mental faculties, you radically alter the thinking capacity of your target, enhancing it to sophisticated Intelligence or reducing it to animalistic instinct.

If this ability is used on a creature with an Intelligence score of 2, 1, or -, you roll 3d6 and change the creature's Intelligence score to the result. In addition, the creature's Charisma score increases by +1d6, or +2d6 if the creature was originally mindless. The creature gains feats and skills as appropriate to its new Intelligence score and gains the ability to understand one language plus an additional number of languages up to its Intelligence modifier (you must know all languages you give to a creature in this way).

The affected creature is friendly toward you and is of an alignment chosen by you. However, you have no special empathy or connection with a creature affected in this way.

If this power is used on an intelligent creature (Intelligence score of 3 or higher), the power instead has a degrading effect. The target creature's Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, manifest powers, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them.

The effects of this power can only be removed via *psychic chirurgery*[UP], *bend reality*[UP], *cleanse spirit*[UP], or similarly powerful magic.

Augment

- If you expend 2 additional power points, you may give a creature whose Intelligence score you increase the ability to speak any language that it understands.
- If you spend 2 additional power points while trying to improve a creature's Intelligence and Charisma scores, this power ignores power resistance.
- For every 2 additional power points you spend (including those spent as part of other augments), the DC of this power increases by 1.

Mindscape Generation

Discipline telepathy [mind-affecting]; **Level** cryptic 2, dread 2, genesis 2, mirror 2, psion/wilder 2, tactician 2, warpmind 2
Display mental
Manifesting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration 1 minute/level
Saving Throw Will negates; **Power Resistance** yes
Power Points 3

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Fabricating a pseudo-real space in the linked psyche of you and your target, you create a *binary mindscape*[OA] and initiate a *psychic duel*[OA] with the target.

This mindscape includes only two minds: yours and the target's. This power ends and both minds return to their respective bodies if one of you drops below 0 hit points or if both of you agree to end the psychic duel (a free action that you can perform even if it is not your turn).

Even if you manifest this power, you must succeed at a Will save to escape your own psychic duel if your opponent does not want to allow you to leave. Powers like an augmented *mindscape lens** can also free you from the mindscape (this power is one of the few you can manifest in a binary mindscape). A binary mindscape is clearly a fabrication of the manifester's imagination, and disbelieving the mindscape does not alter how the mindscape works.

This power ends at any time that you choose to depart the mindscape, freeing the target as well. Any creature that drops below 0 hit points while inside the mindscape returns to its body. If this happens to you, the power also ends, freeing anyone still inside.

If you create an immersive mindscape with this power, it can be made permanent with an Incarnate power by a manifester of 12th level or higher at a cost of 10,000 gp in crystal foci. You and other creatures aware of a permanent mindscape can come and go using the *mindscape door*[OA] spell or similar powers.

For the purpose of meeting prerequisites, a character who knows this power is considered to know the create mindscape[OA], greater create mindscapeOA, and instigate psychic duel[OA] spells.

Augment

- By spending 4 additional power points, you may choose to create an immersive mindscape[OA] in place of a binary mindscape. You are allowed to control whether this mindscape is overt or veiled, as well as whether it is harmful or harmless. You may also determine the shape, size, and gravity of the mindscape. You must also create a method of exit from the mindscape when you manifest this power, and that method must be possible to achieve based on the traits of the mindscape, even if it is obscure or difficult. The GM decides whether a method of escape is reasonable. Anything that would be a reasonable method of waking from a dream during deep sleep could allow one to leave a mindscape. If you choose to create a veiled mindscape, the first time another creature interacts with the environment, it can attempt a Will save to disbelieve the effect. Disbelieving a mindscape reveals to that creature that it is within a mindscape and gives it the knowledge needed to leave the mindscape, but does not free it from the mindscape.
- By spending 2 additional power points, you may increase the duration of this power to 1 day/level. If you do, you may alter the magic traits of a mindscape you create in any way you wish.
- By spending 2 additional power points, you may bring up to 1 willing creature per manifester level into the mindscape you create with this power alongside you. For the purpose of selecting willing creatures with this augment, this power's range is unlimited. These creatures may not be brought into a binary mindscape. You may target sleeping creatures as if they were willing, bringing their dreaming minds into this mindscape (sleeping unwilling creatures are allowed a Will save to avoid being pulled in).
- By spending 2 additional power points, you may infuse a mindscape with an illusory creature which acts believably on all accounts, plus an additional creature for every additional power point spent on this augment. The creatures may be created anywhere in the mindscape and may take any form. You automatically sense anything that the creatures sense and may direct the creatures to act in whatever manner you wish. The creatures last as long as the mindscape does, but you may eliminate any creature you create as a free action. Individuals who interact with the creatures are allowed a Will save to recognize them as illusions. If you manifest this power while outside of a mindscape, you may generate your creations inside of the mindscape of a creature within close range (25 feet + 5 feet/level). The creator of this mindscape is allowed a Will save to prevent you from sending one or more creatures into their mindscape.
- By expending psionic focus, you may target a creature to draw into the mindscape without line of sight. However, you must be aware of its presence within range. If you target an area with more than one sentient creature and you have never seen any of the creatures before (for example, if you know a group of soldiers is inside a barracks but you cannot see them through the door), the subject of this spell is selected at random. If you have seen firsthand the creature you wish to target (continuing the example, if you spied the sergeant entering the room moments before), You can select it unerringly from among all the creatures.
- For every 2 power points you spend augmenting this power (including as part of other augments), the save DC increases by 1.

Mindscape Lens

Discipline clairsentience; **Level** cryptic 1, dread 1, genesis 1, mirror 1, psion/wilder 1, tactician 1, warpmind 1
Display mental
Manifesting Time 1 standard action
Range close (25 ft. + 5 ft./level)
Target one creature
Duration 1 minute/level
Saving Throw Will negates; **Power Resistance** yes
Power Points 1

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You peer inside the mind of a creature, observing any *mindscape*[OA] that it resides in. You sense anything that they sense inside the mindscape but cannot alter the mindscape or communicate with the individual inside without the aid of another ability. You may manifest this power even while you are in a binary mindscape[OA].

Augment

- If you spend 2 additional power points, this power may affect and perceive a sleeping creature's dreamscape as if it were a mindscape.
- If you spend 6 additional power points, you gain the ability to generate an entity that can perceive and interact with the subconscious realm more actively. This functions as the remote viewingUP power, save that it only works on the creature you are looking into the mindscape of. You cannot use this augment to manifest other powers inside a binary mindscape.
- If you spend 4 additional power points, you gain the ability to enter or leave a mindscape once as a swift action during the duration of this power. If you use this ability inside of a mindscape, you may have your mind exit the mindscape and return to your body. If you manifest this ability outside of a mindscape, you may enter a mindscape inhabited by a creature of your choice within close range (25 feet + 5 feet per 2 levels). The creature is allowed a Will save to prevent you from following it into the mindscape. This power may be used to leave a binary mindscape but not to enter one. If you instead spend 8 additional power points, you may exist simultaneously in and outside the mindscape once you enter or leave it. You may take an entire round's worth of actions inside the mindscape as well as outside the mindscape, and do not take any penalties to AC outside of the mindscape while engaged in a psychic duel. If you attempt to use this augment to enter a binary mindscape, one creature of your choice inside the binary mindscape is allowed a Will save, being shunted out of the mindscape on a failed save. You remain to resume the psychic duel with the remaining participant if they fail but are yourself shunted out if they succeed.
- If you spend 4 additional power points, you may use any of this power's effects or augments on a dreamscape as if it were a mindscape.
- For every 2 power points you spend augmenting this power (including as part of other augments), the save DC increases by 1.

Obsession

Discipline telepathy [mind-affecting]; **Level** dread 3, mirror 3, psion/wilder 3, tactician 3, warpmind 3
Display auditory, material
Manifesting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 hour/level
Saving Throw Will negates; **Power Resistance** yes
Power Points 5

Placing an overwhelming compulsion in the target's mind, you guide them towards a certain mission, object, or entity.

If the target of the creature's obsession is an object, place, or creature, the creature will pursue that entity and not allow it to leave their sight, resisting violently if they are forcibly separated. If the target of the creature's obsession is an objective or quest, they will work ardently to complete that objective so long as they remain affected by this power.

This power does not cause the creature to perform any actions that would be suicidal or otherwise heavily detrimental to itself (killing a powerful ally is normally considered detrimental in this manner but sabotaging their weapon or otherwise interfering with their activity would not). The creature takes a -2 penalty on all attack rolls, skill checks, and saving throws when acting in opposition to their obsession.

When you manifest this power, you may choose to instill it with either loving or hateful emotions. If the target's obsession is fueled by love, it will try to safeguard and protect the target of its obsession however it can. If the target is fueled by hateful emotions, it will do everything in its power to inhibit or interfere with the target of its obsession. You have no special influence over a creature affected by this power, but this effect may cause a target to do things that would normally be out of its nature.

Augment

- If you spend 4 additional power points, this power's duration increases to 1 day/level
- If you spend 4 additional power points, the penalty from this power becomes more severe. For every hour that the target spends acting against its obsession (or for every day, if the duration of the power is 1 day/level), the target takes 2 points of Wisdom damage. This damage can be healed by acting in accordance with the obsession in a major way (such as finding the item you are obsessed with or grievously harming the reputation of someone you hate) or by acting on the obsession for at least 10 minutes.
- For every 2 power points you spend augmenting this power (including as part of other augments), its save DC increases by 1.

Phrenic Overload

Discipline telepathy [mind-affecting]; **Level** dread 6, psion/wilder 7, tactician 7, warpmind 6
Display auditory, mental
Manifesting Time 1 standard action
Range personal
Area 40-ft.-radius emanation centered on you
Duration 1 minute/level
Saving Throw Will partial (see text); **Power Resistance** yes
Power Points dread 11, other 13

Psychic signals bombard all those nearby as the erratic and complex thoughts of their fellows unrelentingly flood the minds of all inside the field. Creatures inside the area of this power (excluding the manifester) struggle to operate in the maelstrom, taking a -4 penalty on all attack rolls, saving throws, and skill checks.

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In addition, by making a concentration check as a move action (DC 10 + the number of power points spent on this power + your manifesting ability score modifier), a creature (including the manifester) can pick out the thoughts of a particular creature, as the *read thoughts*[UP] power with no saving throw allowed.

Augment

- If you spend 4 additional power points, creatures affected by this power must succeed at a Will save or be confused so long as they remain in the area and for 1 round after they leave.
- If you spend 2 additional power points, you may also impose a -4 penalty on the AC of all affected creatures as well as to the save DCs of all of their abilities.
- If you spend 2 additional power points, you automatically succeed at any concentration checks made to read the minds of creatures within the effects of this power and may read thoughts as a swift action.

- For every 2 power points you spend augmenting this power (including as part of other augments), its range increases by 10 feet and the save DC increases by 1.

Psionic Effigy

Discipline metacreativity (creation); **Level** shaper 7
Display material, visual
Manifesting Time 1 hour
Range close (25 ft. + 5 ft.level)
Effect 1 effigy
Duration permanent until triggered (see text)
Saving Throw see text; **Power Resistance** see text
Power Points 13

From ectoplasm, you create a receptacle of psionic power that possesses an infinite lifespan. The receptacle can be of any dimensions from Tiny to Huge size.

As part of manifesting this power, you manifest a single power into the effigy. When certain conditions are met (as designated by the manifester), the effigy releases the power that was manifested into it, targeting a predesignated target. This target may be "whatever creature or creatures activated the effigy, the manifester, a selected creature present at the time of manifesting (either of which can be affected from anywhere in the multiverse), or even the effigy itself.

The effigy possesses 80 hit points and hardness 25. The effigy cannot be moved from its location where it is created. *Dispel psionics*[UP] has no effect on the effigy, but *dismiss ectoplasm*[UP] can destroy it. Destruction of the effigy by any means automatically causes the power within to activate.

Augment

- For every 2 power points you spend, you may manifest an additional power into the effigy when you create it. You may give each power the same or different trigger.
- If you spend 4 additional power points and 25,000 gp worth of components, you may choose to have the effigy reactivate after 1 minute after it triggers, allowing it to be triggered again. If the trigger conditions are met any additional times, the effigy activates again. The effigy can activate an infinite number of times.
- If you spend 4 additional power points, you may designate the targets of this power as "any number of creatures within close range (25 feet + 5 feet/2 levels) of the effigy." These targets may be those within range at the time of manifesting or those within range at the time of activation. Additional targeting specifications such as "only target individuals who are wearing a specific badge" or "only target objects made of stone" may be applied to this trigger.

Psionic Recharge

Discipline psychokinesis; **Level** aquanaut 2, cryptic 2, dread 2, gambler 2, gifted blade 2, marksman 2, mirror 2, psion/wilder 2, psychic warrior 2, tactician 2, vitalist 2, voyager 2, warpmind 2

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Display visual
Manifesting Time 1 standard action
Range touch
Target object touched
Duration instantaneous
Saving Throw Fortitude negates (object); **Power Resistance** no
Power Points 3

Transforming some of your psionic power into electrical energy, you force charges into a technological item[TG] in your possession. The object regains 3 charges, to a maximum of the max number of charges the object can normally hold. If you recharge a battery, there is a 20% chance that the battery is destroyed by the attempt. If you restore more charges than the item can hold, the item must succeed at a Fortitude saving throw or take 1d6 points of electricity damage for each excess charge. This power provides no knowledge of how many charges an item can safely hold, but you can choose to bestow fewer charges than the maximum allowed to reduce the risk; you must declare how many charges you are restoring before manifesting this power.

Granting charges is difficult, and this power requires 500 gp worth of special materials in order to manifest.

Augment

- For every additional power point you spend, the object gains one additional charge.
- If you spend 2 additional power points, you may split the regained charges between multiple touched technological items.
- If you spend 4 additional power points, you know how many charges are safe for the item and never risk destroying a battery with this power.
- If you expend your psionic focus, you may manifest this power as a swift action.

Reconfiguration

Discipline metacreativity; **Level** cryptic 3, dread 3, psion/wilder 3, psychic warrior 3, tactician 3, vitalist 3, voyager 3
Display auditory, visual
Manifesting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Target one mech, see text
Duration 1 minute/level
Saving Throw Fortitude negates; **Power Resistance** yes
Power Points 5

With a sudden surge of psionic power, you substantially alter the functionality of a mech*.

The targeted mech immediately gains or loses one Mech Enhancement* chosen by you. If a pilot is currently inside the mech, this power cannot remove a Mech Enhancement so as to prevent the pilot from piloting the mech (such as by reducing the mech's size so that it is too small to fit the pilot).

Augment

- For every 4 additional power points you spend, you may add or remove one additional Mech Enhancement from the target mech.
- For every 2 additional power points you spend, you may affect one additional mech within range. Different enhancements may be applied or removed from different mechs.
- By spending 2 additional power points, you may use this power to add Mech Enhancements to a non-mech target. You may not use this power to remove Mech Enhancements from such a creature unless it is benefiting from Mech Enhancements given by another instance of this power being manifested.
- For every 2 additional power points you spend, including those spent as part of other augments, increase the save DC by 1.

Relapse

Discipline clairsentience [mind-affecting]; **Level** cryptic 4, dread 4, mirror 4, psion/wilder 4, psychic warrior 4, tactician 4, vitalist 4, warpmind 4
Display material, mental
Manifesting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Target 1 creature
Duration see text
Saving Throw Fortitude negates; **Power Resistance** yes
Power Points 7

Reaching through the target's memories and experiences, you renew an effect that has ended upon their mind or body, as if it had begun anew. When a creature fails their save against this ability, choose one power or spell against which the target has failed a saving throw within the last 24 hours and which has ended (either by being dispelled or removed or having its duration end). The effect begins again, using the same duration that the original power or spell had or 1 round per manifester level, whichever is shorter. An individual power or spell can only be chosen with *relapse* once.

If a relapsed effect would impose a special link between the target and the original caster or manifester, you may choose to treat yourself as the original caster or manifester for determining how the effect functions.

For example, you may use this power on a creature which was under the effects of compelling voice three rounds ago, reactivating the *compelling voice*[UP] effect with a duration equal to the duration of the original power and using all the same variables (such as effect, manifester level, dispel DC, metapsionic feats, class features, and damage type for certain powers) as the original power. You may choose whether the target becomes susceptible to the words of the original manifester or to your own words.

Using this power does not give you automatic knowledge of all spells or powers that have affected the creature over the last 24 hours, and this power has no effect if you try to reactivate a spell or power that the target has not been subject to in this time. This power does not work if the original spell or power is still active upon the target. If the spell or power you are reactivating has a duration of concentration, you must concentrate to keep its effects active.

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Augment

- If you spend 4 additional power points, you may choose to affect the target with any power or spell that they have been affected with in the past, rather than just within the last 24 hours.
- If you spend 8 additional power points, you may relapse a power that has previously been relapsed.
- If you spend 2 additional power points, you immediately figure out all spells and powers you may relapse on a specific target as soon as that target fails its saving throw against this power but before the spell or power is chosen.

Respite

Discipline telepathy [mind-affecting, network]; **Level** contortionist 3, cryptic 3, mirror 3, psion/wilder 3, psychic warrior 3, tactician 3, vitalist 3, warpmind 3
Display material, visual
Manifesting Time 1 standard action
Range close (25 ft. + 5 ft./level)
Target 1 creature
Duration 1 minute/level
Saving Throw Will negates; **Power Resistance** yes
Power Points 5
You ease the mind of the target, suppressing the menaces that lurk in their mind temporarily. While under the effects of this power, the target ignores the effects of one severance or mind-affecting effect that is affecting them. The suppressed effect resumes when the power's duration expires.

Augment

- For every 2 additional power points you spend, you can negate an additional effect on the target for its duration.
- If you spend 4 additional power points, this power's duration extends to 1 hour/level.
- If you spend 6 additional power points, you may cause the target to become immune to strain[SBA] damage for the duration of this power.

Selective Negation Field

Discipline psychokinesis; **Level** cryptic 6
Display auditory, olfactory
Manifesting Time 1 standard action
Range personal
Area 10-ft. radius emanation, centered on you
Duration 1 minute/level
Saving Throw none; **Power Resistance** no
Power Points 11
Having learned to identify and understand the unique patterns of each individual psionic power, you suppress only certain signals to prevent the utility of certain tactics. Choose one psionic power. This power functions as a *null psionics field*[UP], but only for the chosen power.

Only the exact power mentioned is affected—a selective negation field set to prevent the manifesting of concealing *amorpha*[UP] would not prevent manifesting of greater concealing *amorpha*[UP].

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If you move into an area where a previously manifested power you have selected as a suppressed power is in effect, that power is affected as if by null psionics field.

This power can even negate a null psionics field, another selective negation field, or any power that specifies immunity to null psionics field.

Multiple instances of this power can overlap. Their effects stack, preventing the functioning of every power targeted by any of the multiple emanations.

Power effects created by artifacts or deities cannot be suppressed by selective negation field.

Augment

- For every additional power point you spend, you may choose an additional power to be negated by the field.
- If you expend 4 additional power points, the duration of this power extends to 1 hour/level.
- For every 2 additional power points you expend, the range of this power increases by 5 feet.

Shockwave

Discipline psychokinesis [force]; **Level** gambler 6, kineticist 8
Display auditory
Manifesting Time 1 standard action
Range long (400 ft. + 40 ft./level)
Area 80-ft.-radius spread (S)
Duration 1 round
Saving Throw see text; **Power Resistance** no
Power Points gambler 11, other 15

A telekinetic scream echoes throughout a massive distance, shattering any material that stands in its way. The powerful shockwave created by this power knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground cannot move or attack. A manifester on the ground must attempt a Concentration check (DC 20 + power level) or lose any power he or she tries to manifest.

The shockwave affects all terrain, vegetation, structures, and creatures in the area. All creatures inside the area of effect take 10d6 points of force damage. The specific effect of a shockwave power depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The roof collapses, dealing 8d6 points of damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). A shockwave affecting the roof of a very large cavern could also endanger those outside the actual area but below the falling debris and rubble.

Cliffs: The shockwave causes a cliff to crumble, creating a landslide that travels horizontally as far as it falls vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must succeed at a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). The fissures are 40 feet deep. At the end of this power, all fissures grind shut. Treat all trapped creatures as if they were in the bury zone of an avalanche, trapped without air (see Environment rules in the Pathfinder Core Rulebook for more details).

Pinned Beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must succeed at a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

River, Lake, or Marsh: Fissures open under the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the power, sucking down creatures and structures. Each creature in the area must succeed at a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the power, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

Underwater: The water in the area thrashes violently and erratically, dealing an additional 4d6 points of damage to creatures and objects inside the area and stopping them from moving while they are in the area of effect. Slip the bonds or a similar effect negates this entrapment, as can a successful DC 40 Swim or Profession (sailor) check.

Augment

- If you spend 2 additional power points, you may exempt yourself from the effects of this power, even if you are in the area.
- If you spend 2 additional power points, you may replace the Reflex saving throw DCs from this power with the normal DC for a psionic power of this power's level.
- If you expend 4 additional power points, this power's duration becomes concentration. Its effects occur again each round you concentrate.

Short Circuit

Discipline psychokinesis; **Level** cryptic 3, dread 3, gambler 3, gifted blade 3, mirror 3, psion/wilder 3, psychic warrior 3, tactician 3, voyager 3, warpmind 3
Display visual
Manifesting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Target one creature or technological object, or 20-ft. radius burst (see text)
Duration instantaneous, see text
Saving Throw Fortitude negates; **Power Resistance** no
Power Points 5

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A machine or component finds itself forcibly stripped of all mechanical function, unable to operate properly, if at all. If this power targets a technological item[TG] with charges, the object loses all of its remaining charges. If the object is powered by electrical means other than charges, its functions are suppressed for 1d4 rounds.

If this power targets a creature not of the robotB5 subtype, it affects a random charged or electrically powered item in that creature's possession. If the target is a robot, the robot is staggered for 1 round/ level and cannot use any energy-based attacks for that duration.

Augment

- If you spend an additional 6 power points, this power affects one random charged or electrically powered item in the target's possession for every four manifester levels you possess.
- If you spend an additional 6 power points, you may choose to cause an area short circuit instead of a targeted short circuit. All creatures within the area must succeed at a Fortitude save or have one of their technological items depowered in the manner described above. This also applies to ongoing technological effects that exist outside the area but are operating within it.
- For every 2 additional power points you spend, including as part of augmenting this power, the DC of this power increases by 1.

Soul Chorus

Discipline athanatism; **Level** conduit 7, tactician 7, vitalist 7
Display mental, visual, see text
Manifesting Time 1 minute
Range 20 ft.
Target you and up to five deceased psionic creatures in range; see text
Duration 1 min./level (D)
Power Points 13

Drawing upon the powers of the fallen, you harness their latent psionic power for your own gain.

This functions as *metaconcert*[UP], save that instead of targeting willing living allies, you instead target dead and willing undead psionic creatures within range. The soul chorus draws all power points that the dead targets possessed at the time that they died, and the conductor may use any powers that were known to any of the creatures.

Damage can be split evenly between the manifester and the dead targets as between creatures in a metanetwork (a corpse normally possesses 10 hp, plus 10 for each size it is above Small), but any ability damage that would be transferred instead destroys any dead bodies that would take it.

Augment

For every additional power point you spend, this power's duration increases by 1 minute. For every 2 additional power points spent this way, the maximum number of members of the metanetwork increases by one, and the range and radius of the area of effect increase by 5 feet.

Spatial Displacement

Discipline psychoportation; **Level** mirror 4, psion/wilder 4, tactician 4, voyager 4, warpmind 4
Display visual
Manifesting Time 1 standard action
Range long (400 ft. + 40 ft./level)
Area 20-ft. cube of space

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Duration 1 minute/level
Saving Throw Reflex partial; **Power Resistance** no
Power Points 7
Ripping out a cube of space, you transplant it elsewhere within range. All contents of the area (including atmosphere and creatures) are transported to another point in range of your choice. You must be aware of the location to transport the cube to it.

The contents of the area that this cube is transported to is transported to where the original cube was sent from, effectively switching the two locations. Creatures in the area are allowed a Reflex save to jump out of the area of this power, but those within it are transported alongside the other contents of the cube.

After being transported, objects and creatures are affected by the physical laws that would otherwise change them in their new location (for example, turf transported into the air will fall, and a cube of air transported underwater will be flooded). When the duration expires, the cubes switch back to their original locations.

Augment

- If you spend 8 additional power points, you may extend this power to infinite range, including locations on other planes.
- If you spend 2 additional power points, you may create a seal against the effects outside the new location of the cube. Atmosphere and contents do not move between the cube and the outside world unless forcibly moved, though creatures can move between the cube and the exterior unimpeded.
- For every additional power point you spend, the area of this cube increases by 5 feet in each dimension.

Suppress Power

Discipline psychokinesis; **Level** cryptic 5, gambler 5, genesis 5, mirror 5, psion/wilder 5, tactician 5, warpmind 5
Display visual
Manifesting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Target one creature or object.
Duration 1 round/level, see text
Saving Throw Will negates; **Power Resistance** no
Power Points 9
You temporarily suppress the effect of certain powers on a creature, delaying their operation until convenient. On a failed saving throw, all of the creature's active powers and psi-like abilities lose their effects for the duration of this power and cannot be re-manifested on the creature (this includes psi-like abilities that would otherwise be constant). This suppressed time does not count towards the duration of the powers, and the powers' effects are renewed when the duration of this power ends.

Augment

- For every 2 additional power points you spend, the save DC increases by 1 and an additional creature can be targeted.
- If you spend 2 additional power points, you can undo the effects of this power at any time as a free action, even when it is not your turn.
- If you spend 8 additional power points, you may change the duration of this power to permanent. The target is allowed a new Will saving throw to end this effect every 24 hours.

Tactical Suppression

Discipline telepathy [mind-affecting, network]; **Level** cryptic 3, dread 3, mirror 3, psion/wilder 3, psychic warrior 3, tactician 3, vitalist 3, warpmind 3
Display mental, olfactory
Manifesting Time 1 standard action
Range close (25 ft. + 5 ft./level)
Target 1 creature
Duration 1 minute/level
Saving Throw Will negates; **Power Resistance** yes
Power Points 5
Forcing your will on an opponent, you mentally block one of their abilities from use. When you manifest this power, choose one feat, spell, power, talent, or skill. On a failed save, the target may not use that selected feat, spell, power, or talent for the duration of this power, nor any abilities that require it as a prerequisite (if a skill is selected, treat the target as if they had no ranks in that skill). This power does not give you knowledge of what feats, powers, or skills that the target possesses; if you choose to suppress an ability that the creature does not have, the effect is wasted.

Augment

- For every 2 additional power points you spend, you may select another target within 15 feet of the original target and may suppress one additional ability that each target possesses. You may suppress different abilities for each target.
- If you spend 4 additional power points, you learn what powers, skills, and feats the target possesses once they fail their Will save. You may then choose which abilities to suppress from those that you know the target has.
- If you spend 6 additional power points, you gain the benefits of any feats or skill ranks that you suppress, as well as the ability to manifest any powers you suppress, for the duration of this power. This cannot cause you to gain more ranks in a skill than you have character levels.
- For every 2 power points you spend augmenting this power (including as part of other augmentations), the save DC increases by 1.

Temporal Orientation

Discipline clairsentience; **Level** aquanaut 1, contortionist 1, cryptic 0, dread 0, gambler 0, genesis 0, gifted blade 1, marksman 1, mirror 0, psion/wilder 0, psychic warrior 0, tactician 0, thug 1, vitalist 0, voyager 0, warpmind 0
Display mental
Manifesting Time 1 standard action
Range personal

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Duration instantaneous
Saving Throw none; **Power Resistance** no
Power Points 0
You discern your position in the higher dimensions of the multiverse, learning the current date and time for any date-keeping system you know of. In addition, you learn which timeline you are currently in from among alternate timelines which you know exist. This timeline may be designated by a specific title which means something to you (such as "Timeline H-34") or by certain events which distinguish it from other known timelines you know of (such as "The timeline where Horace became the Duke of Elber in the year 304").

Terraforming

Discipline psychokinesis; **Level** gambler 5, psion/wilder 5, warpmind 5
Display visual, material
Manifesting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Area up to two 10-ft. cubes/level (S)
Duration permanent; see text
Saving Throw see text; **Power Resistance** no
Power Points 9
Reaching through an area, you rework the earth and stone within, shaping it as you so wish. This power can be used to reshape earth, stone, clay, and other similar materials, but cannot be used on metal structures. Similarly, it does not work on creatures. This power has one a variety of effects:

Reshape material: Ground or stone within the area is reshaped or moved as the manifester wishes, warping upwards, downwards, or however else the manifester desires. This ability can be used to dig tunnels or ditches, flatten terrain, raise terrain, or otherwise manipulate the landscape within the area. Creatures caught in the area of this power take 10d6 points of damage (Reflex half).

Soften material: An area of solid ground or stone is reduced to silt, mud, sand, or another runny substance. The depth of the material created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the material sinks until hip: or chest-deep, reducing its speed to 5 feet and causing a -2 penalty on attack rolls and AC. Brush or similar material thrown atop the material can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet. If this effect is used upon the ceiling of a cavern or tunnel, the material falls to the floor and spreads out in a pool at a depth of 5 feet, dealing 8d6 points of bludgeoning damage to anyone caught directly beneath the targeted area, or half damage to those who succeed at Reflex saves. Castles and large stone buildings are generally immune to this effect of the power, since it cannot affect worked stone and does not reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this power.

Solidify material: This power permanently transforms mud, slurry, silt, or quicksand of any depth into soft stone (sandstone or a similar mineral). Any creature inside the area is allowed a Reflex save to escape before the area is hardened to stone. You may also use this effect to condense solid material, reducing the total area that they take up by half but increasing the hardness of compressed material by 2.

The effects of this power last until they are dispelled or if another effect otherwise alters them.

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Augment

- If you spend 4 additional power points, this power can be used on worked stone.
- If you spend 2 additional power points, you may compact the affected areas into hard-packed earth. Each 5-foot-cube section of the affected area has hardness 0 and 50 hit points + 10 for each power point spent on this power. A 5-foot cube whose hit points drop to 0 is breached. If a creature tries to break through the rampart with a single attack, the DC for the Strength check is 60.

Transfer Energy

Discipline psychokinesis; **Level** cryptic 1, dread 1, gambler 1, gifted blade 1, marksman 1, mirror 1, psion/wilder 1, psychic warrior 1, tactician 1, vitalist 1, voyager 1, warpmind 1
Display visual
Manifesting Time 1 standard action
Range close (25 ft. + 5 ft./level)
Target 2 technological objects within range
Duration instantaneous
Saving Throw Reflex negates (see text); **Power Resistance** no
Power Points 1

You move energy between two technological items[TG], transferring up to 5 charges between them. You may use this power on an object in the possession of an unwilling creature, but that creature is allowed a Reflex save to negate the effects of this power.

Augment

- For every additional power point you spend, you may transfer 5 additional charges between the two objects.
- For every 2 additional power points you spend, you may target one additional object with this power. If you are targeting more than 2 objects with this power, you may allocate the charges between them however you wish, such as drawing 2 charges from one and 3 charges from another to move all 5 into a third.
- If you spend 6 additional power points, you may use this power as a swift action.

Vestigial Servitor

Discipline athanatism; Level conduit 7
Display mental, visual
Manifesting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Effect 1 phantom servitor
Duration 1 round/level
Saving Throw none; **Power Resistance** no
Power Points 13

You call upon a spirit to aid you, acting as a repository for your powers. The spirit is an incorporeal entity with a number of hit points equal to your manifester level and appears at a location within range.

As a move action, you may move the spirit up to 40 feet. You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened.

Any power you manifest whose range is touch or greater can originate from the spirit instead of from you. The powers affect targets normally, despite originating from the spirit.

At the start of your turn, you may take a -2 penalty to your manifester level for each spirit you have from this power until the start of your next turn. If you do, you may take an additional standard action's worth of mental actions each round for each spirit that you have from this power.

Augment

- For every 3 additional power points you spend, you may create an additional spirit. You may move all of these spirits as part of the same action.
- If you spend 2 additional power points, you may use the senses of your spirit without becoming blind or deaf.

Violate Identity

Discipline telepathy [evil, mind-affecting]; **Level** telepath 9
Display mental
Manifesting Time 1 round
Range close (25 ft. + 5 ft./level)
Target 1 creature
Duration permanent
Saving Throw Will negates; Power Resistance yes
Power Points 17

You delve deep into the mind of your target, learning everything that they know and sculpting their worldview to your liking. When a creature fails a saving throw, you immediately understand all of their thoughts and memories and why they view the world as they do. You may rearrange, delete, or otherwise rewrite the creature's memories however you wish, altering their memories, teachings, ideas, and any other concepts that you desire to be changed.

While this may be used to alter the target's opinions and knowledge, you may not directly cause an alignment shift by tinkering with the target's memories, nor may you alter the creature's class levels, feats, or other abilities in any way. This power's effects can be reversed only by a *psychic chirurgery*[UP] or reality *revision*[UP] power, or by similarly powerful power magic. The target has no idea that its memory has been altered once the power has been manifested.

Augment

- If you spend 2 additional power points, you may change the target's alignment with this power. This is not considered a willing alignment shift.
- If you spend 2 additional power points, you may afflict the target with a single severance of your choice when the power is completed. You may choose the specifics

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of this severance, such as what the character incorrectly perceives when afflicted by a hallucination severance.
- For every 2 power points you spend, the save DC of this power increases by 1.

Violent Dismissal

Discipline psychokinesis [force]; **Level** aquanaut 4, cryptic 4, dread 4, gambler 4, mirror 4, psion/wilder 4, psychic warrior 4, tactician 4, vitalist 4, voyager 4
Display visual
Manifesting Time 1 swift action
Range long (400 ft. + 40 ft./level)
Target 1 power that you have manifested
Area see text
Duration instantaneous
Saving Throw Reflex partial; **Power Resistance** yes
Power Points 7
You forcibly and violently end the effects of one of your powers. To manifest this power, you must have an ongoing effect from another power you manifested. You dispel one power that you have manifested and all creatures (excluding you) within 10 feet of the power's area of effect or target take 4d6 points of force damage (Reflex half).
Augment
For every 2 additional power points you spend, this power deals an additional 1d6 points of damage, its radius increases by 5 feet, and the save DC increases by 1.

Power/Spell Mythic Augmentations[MA]

The following augmentations can be applied to the Mythic versions of specific powers and spells, plus additional abilities at GM discretion: *Psychoport*[UP], *greater psychoport*[UP], interplanetary psychoport*, *teleport*, *greater teleport*, *interplanetary teleport*[UM].

Augmentation (5th): If you spend 2 additional points of mythic power, you teleport to an eligible location in an alternate timeline. You must be aware of the specific alternate timeline you are trying to reach, as well as the location you would like to appear (if you do not know a specific location to appear on that timeline you may still use this ability, but you run the risk of appearing anywhere within your teleport range in the new timeline). Even if you do have a specific location in mind, you always appear 5 to 500 miles (5 x d100) from your intended destination.

Augmentation (9th): If you spend 5 additional points of mythic power, you may travel up to 100 years per caster or manifester level into the past or future as part of teleporting. To see how accurate the time warp is, consult **Table 6-1: Psychoport Mishaps**. Your familiarity with the destination time is relative, and knowledge of the destination time may be determined by succeeding at a DC 30 Knowledge (history) check. Succeeding at this check means you are treated as the destination time as having been "viewed once," and for every 5 you exceed the DC, you

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are treated as having an additional step of familiarity with the destination time and location. A "false destination" result when using this ability would be time traveling to a nonexistent location at a specific point in time, such as a mythical city that does not exist.

Table 6-1: Psychoport Mishaps

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination	—	—	81–92	93–100

Sever The Strand[PASP]

Any recollection of the target is wiped from existence. Any memories including that target are revised such that no creature which can be affected by compulsion effects ever recalls the target's existence, all of their memories being revised as per the memory modification power which affects all of their memories regarding the target (this effect functions even across planes). You can choose to exempt any number of creatures from the memory revisions of this power.

Augmentation (8th): If you expend 4 uses of mythic power, you may choose to also affect all alternate timeline versions of the deceased creature you are aware of who had an equal number or fewer of Hit Dice and mythic ranks to the deceased creature with this power, destroying all of them.

Augmentation (10th): If you spend 8 uses of mythic power, you may rewrite history so that the target never existed in the first place. You create a new timeline where the target never existed or affected events and transport yourself and up to one other creature per manifester level to this new timeline. Only the creatures transported from the old timeline recall the original creature that was erased and the actions that they took.

Soul Bind

Augmentation (8th): If you expend 4 uses of mythic power, you also affect all alternate timeline versions of the deceased creature you are aware of who had an equal number or fewer of Hit Dice and mythic ranks to the deceased creature, trapping all of them. All versions of the creature are trapped within the same gem and count as a single trapped soul.

Table 6-2: Veil List

Name	Classes	Slot	Descriptors	Effect	Bind
Ablation Field	Daevic[AM], Helmsman/Hivemind*, Kheshig[ACK], Lunar[CLSZ], Nexus[Co7S], Promethean[EEP], Radiant[Co7S], Vizier[AM], Volur[ACV]	Chest, Shoulders	None	Create armor that improves DR by 1 and grants DR 2/slashing.	**Shoulders:** Constant *energy adaptation*. **Chest:** Use normal AC against touch attacks, gain deflection bonus equal to invested essence.
Accoutrements of Temporal Clarity	Daevic[AM], Helmsman/Hivemind*, Kheshig[ACK], Lunar[CLSZ], Nexus[Co7S], Promethean[EEP], Radiant[Co7S], Vizier[AM], Volur[ACV]	Head, Shoulders, Body	None	Always know current date and time.	**Head:** Can detect temporal anomalies. **Shoulders:** May use *remote viewing* and *sensitivity to psychic impressions*. **Body:** May travel through time/timelines.
Admiral's Regalia	Helmsman/Hivemind*, Kheshig[ACK], Lunar[CLSZ], Vizier[AM]	Headband, Shoulders	None	Allow mech, construct, or vehicle to ignore concealment and difficult terrain	**Shoulders:** Grant bonus Mech Enhancement. **Headband:** Can use *mechanical combination*.
Analysis Visor	Helmsman/Hivemind*, Huay[ARH], Nexus[Co7S], Promethean[EEP], Radiant[Co7S], Vizier[AM], Volur[ACV]	Head	None	Gain +2 insight bonus to Perception checks and one other skill.	**Head:** Can cast *detect magic* and a number of other divination spells.
Captain's Guided Hand	Daevic[AM], Helmsman/Hivemind*, Huay[ARH], Nexus[Co7S], Promethean[EEP], Vizier[AM]	Hands	None	Gain +1 insight bonus to Fly, Ride, and Profession checks.	**Hands:** Share benefits with allies in long range.

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Table 6-2: Veil List (continued)

Name	Classes	Slot	Descriptors	Effect	Bind
Daevic Aspect	Daevic[AM]	Blood	None	Unique effects based on Daevic Aspect.	**Blood:** Unique effects based on Daevic Aspect.
Dogfighter's Third Eye	Helmsman*	Interface	None	Gain +1 dodge bonus to AC, move when missed.	**Interface:** Gain blindsense (echosense) out to 30 feet.
Expansive Uplink	Daevic[AM], Guru[AM], Helmsman/Hivemind*, Promethean[EEP], Radiant[Co7S], Vizier[AM]	Headband	Mind-affecting	May communicate telepathically with chosen creatures.	**Headband:** May add unwilling creatures to connection.
Hover Boots	Guru[AM], Helmsman/Hivemind*, Nexus[Co7S], Stormbound[SRF], Vizier[AM]	Feet	Variant (Lavawalker's Boots)	Move across liquid surfaces.	**Feet:** Hover above ground as you move.
H.U.D.	Daevic[AM], Eclipse[Co7S], Helmsman/Hivemind*, Promethean[EEP], Vizier[AM]	Head	Variant (Sentinel's Helm)	Gain a +2 insight bonus to Perception and Sense Motive checks.	**Head:** Gain a +1 bonus to initiative checks and Saves/AC vs. traps.
Interference Bangles	Eclipse[Co7S], Helmsman/Hivemind*, Kheshig[ACK], Nexus[Co7S], Radiant[Co7S], Vizier[AM]	Wrists, Body	None	Emit a 10-foot aura that glitches items and staggers constructs.	**Wrists:** Interfere with magical abilities. **Body:** Cast *antimagic field* or *antitech field*.
Ironclad Bastion	Helmsman*	Interface	None	Creatures in a mech you are operating gain a +1 resistance bonus to saves, may take essence burn to reroll Reflex saves.	**Interface:** Grant creatures in vehicle or mech +10 feet speed.
Micro-Missile Gauntlet	Helmsman/Hivemind*, Promethean[EEP], Vizier[AM]	Hands	Variant (Riven Darts)	Launch missiles that deal 1d6 bludgeoning, piercing, and slashing damage on ranged touch attack.	**Hands:** Fire additional missiles.
Nanite Cloud	Eclipse[Co7S], Helmsman/Hivemind*, Nexus[Co7S], Promethean[EEP], Vizier[AM]	Feet, Shoulders	Variant (Pestilence Cloak)	Swarm of nanites grants concealment.	**Feet:** Gain fly speed of 5 feet with clumsy maneuverability. **Shoulders:** Creatures that attack you in melee become sickened
Navigator's Boon	Helmsman*	Interface	None	+1 insight bonus to Knowledge (geography) and Survival, speed is not reduced by conditions.	**Interface:** May use *find the path*.
Network Interfacer	Daevic[AM], Eclipse[Co7S], Guru[AM], Helmsman/Hivemind*, Huay[ARH], Kheshig[ACK], Lunar[CLSZ], Nexus[Co7S], Promethean[EEP], Radiant[Co7S], Stormbound[SRF], Vizier[AM], Volur[ACV]	Head, Headband	Mind-affecting, phantasm	Gain +2 insight bonus to Knowledge (planes) and Spellcraft checks, May use *detect mindscape*	**Head:** May use *create mindscape* and *mindscape door*. **Headband:** Gain permanent mindscape as per *greater create mindscape*.
Salvager's Gloves	Daevic[AM], Eclipse[Co7S], Guru[AM], Helmsman*, Lunar[CLSZ], Nexus[Co7S], Vizier[AM]	Hands, Wrists	None	Reduce penalties for broken condition and improvised weapons by 2.	**Hands:** Equipment gains fast healing equal to essence invested. **Wrists:** Equipment gains +1 hardness.
Steel Ward's Bond	Helmsman*	Interface	None	May form mental links with constructs.	**Interface:** May use *mind probe* on constructs.

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Stormwarden's Coat	Daevic[AM], Guru[AM], Helmsman/Hivemind*, Lunar[CLSZ], Nexus[Co7S], Promethean[EEP], Stormbound[SRF], Vizier[AM]	Chest, Shoulders	Air	Ignore penalties from nonmagical wind and weather.	**Shoulders:** Gain constant *fickle winds*. **Chest:** May use *control weather* and *control winds*.
Swarm Mind's Crown	Eclipse[Co7S], Helmsman/Hivemind*, Huay[ARH], Radiant[Co7S], Vizier[AM], Volur[ACV]	Head, Headband	None	Manifest a nanite swarm psicrystal.	**Head:** Increase psicrystal personality bonus. Headband: Select nanite swarm purpose.
Warlord's Fist	Eclipse[Co7S], Helmsman/Hivemind*, Kheshig[ACK], Lunar[CLSZ], Nexus[Co7S], Vizier[AM], Volur[ACV]	Hands	Emotion, fear, mind-affecting	May attempt Intimidate check to demoralize all targets in 30 feet.	**Hands:** May cause creatures to become enraged rather than shaken.

Veil Descriptions

Ablation Field

Class: Daevic, Helmsman/Hivemind, Kheshig, Lunar, Nexus, Promethean, Radiant, Vizier, Volur
Slot: Chest, Shoulders
Saving Throw: None
The armor surrounding your form becomes fortified, nullifying attacks made against you. While this veil is shaped, any DR that you possess is increased by 1. In addition, this veil grants you DR 2/slashing.

Essence: For every 2 points of essence invested in this veil, the bonus on DR increases by 1.

Chakra Bind (Shoulders): While this veil is bound to your shoulders chakra, you gain the constant benefits of the *energy adaptation*[UP] power with a manifester level equal to your veilweaver level.

Chakra Bind (Chest): Fully integrating this potent veil into the wearer's body greatly increases its protective qualities. While this veil is bound to the wearer's Chest chakra slot, the wearer ignores the armor penetration rating of any attack targeting him. (If your campaign uses the touch AC and misfire mechanics, such attacks target your normal AC rather than touch AC). In addition, you gain a deflection bonus to your AC equal to the total amount of essence invested in this veil.

Accoutrements of Temporal Clarity

Class: Daevic, Helmsman/Hivemind, Kheshig, Lunar, Nexus, Promethean, Radiant, Vizier, Volur
Slot: Body, Head, Shoulders, Body
Saving Throw: None
This malleable veil taps into the surrounding cultural zeitgeist to appear as drab and commonplace wear appropriate to the shaper's current period and environment. While this veil is shaped, you always know the current date and time for any date-keeping system you know of. In addition, you always know which timeline you are currently in from among alternate timelines which you know exist. This timeline may be designated by a specific title which means something to you (such as "Timeline H-34") or by certain events which distinguish it from other known timelines you know of (such as "The timeline where Horace became the Duke of Elber in the year 304").

While this veil is shaped, you gain a +1 insight bonus to Knowledge (history), Knowledge (local), and Knowledge (nobility) checks.

Essence: For every point of essence invested in this veil, the insight bonus to Knowledge checks granted by this veil is increased by 1. In addition, you learn one additional language of your choice for each point of essence invested in this veil.

Chakra Bind (Head): While this veil is bound to your head chakra, you gain an awareness of temporal anomalies around you. You know whether any objects or creatures you can see have traveled through time in a significant way (an alternate "stripe" of time resulting from an inconsequential form of time travel such as using a Shadowbore[AUC] or teleportation effect for superluminal travel does not count). You know how far each object or creature has traveled from its past or future to reach its current location in time as well as their timeline of origin, learning which alternate timelines these targets originally come from using the same parameters as determining your current timeline. If you are not aware of the timeline that a target came from, this veil provides a new name and distinguishing detail for this new timeline.

Chakra Bind (Shoulders): While this veil is bound to your shoulders chakra, you gain the ability to use *remote viewing*[UP] and *sensitivity to psychic impressions*[UP] as psi-like abilities with a manifester level equal to your veilweaver level. You may use both of these abilities a number of times per day equal to 3 + your veilweaving modifier. You automatically succeed at concentration checks to use sensitivity to psychic impressions through remote viewing and do not end remote viewing when you manifest this psi-like ability through it.

Chakra Bind (Body): While this veil is bound to your body chakra, you gain the ability to travel across time and between timelines. Once per day as a standard action, you

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may travel to a point backwards or forwards in time and/or in an alternate timeline you are aware of. You may travel up to 100 years per veilweaver level into the past or future, appearing at that point in time as close to a location as possible to your current location.

To see how accurate the time warp is, consult **Table 6-1: Psychoport Mishaps** (see page 273). Your familiarity with the destination time is relative, and knowledge of the destination time may be determined by succeeding at a DC 30 Knowledge (history) check. Succeeding at this check means you are treated as the destination time as having been "viewed once", and for every 5 you exceed the DC, you are treated as having an additional step of familiarity with the destination time and location. A "false destination" result when using this ability would be time traveling to a nonexistent location at a specific point in time, such as a mythical city that does not exist.

You may use this ability as part of the same action that you use another veil to teleport or create a portal to add a temporal or cross-timeline component to this transportation. If both the teleport and the time travel would incur a mishap, roll a single time for the mishap rather than twice, using the lesser familiarity between the two methods of travel.

Admiral's Regalia

Classes: Helmsman, Kheshig, Lunar, Vizier
Slot: Headband, Shoulders
Saving Throw: Will negates (harmless, see text)
Worn by those whose command extends across many vessels, this veil grants the wearer fine control over their fleets and followers. As a standard action, you may select a construct, mech* or vehicle within close range (25 feet + 5 feet per 2 levels). While this veil is shaped, the selected vehicle or mech gains the ability to ignore 10 feet of difficult terrain and reduce any miss chance from concealment by 10% (in the case of a mech, the pilot ignores this amount of difficult terrain and reduces this miss chance for themself). Only one mech or vehicle may be selected by this veil at a time.

Essence: For every point of essence invested, you may affect an additional vehicle, mech, or construct at a time with this veil and may select an additional target as part of the same standard action. In addition, the amount of difficult terrain ignored increases by 5 feet and any miss chance is reduced by a further 5% for each point of essence invested.

Chakra Bind (Shoulder): While this veil is bound to your Shoulders slot, any vehicles, mechs, or constructs affected by this veil gain a single bonus Mech Enhancement of your choice plus an additional enhancement for every 3 points of essence invested in this veil, chosen when you bind this veil. The enhancement is the same for every target affected by this ability. The total number of Mech Enhancements a single target may possess at a time from all sources cannot exceed half your veilweaver level.

Chakra Bind (Headband): This functions as the Shoulders bind, except that you also gains the ability to use *mechanical combination** a number of times per day equal to your veilweaving modifier. The manifester level for this effect is equal to your veilweaver level.

Analysis Visor

Class: Helmsman/Hivemind, Huay, Nexus, Promethean, Radiant, Vizier, Volur
Slot: Head
Saving Throw: None
A transparent visor rimmed with delicate circuitry appears over your eyes. This device constantly provides you with additional information on your environment and the objects in it.

You gain a +2 insight bonus to Perception and to one of the following skills, selected when this veil is shaped: Heal, Knowledge (engineering), Survival, or Spellcraft.

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Essence: For each point of essence invested in this veil, the insight bonuses granted by this veil increase by +1.

Chakra Bind (Head): Binding this veil to your head chakra allows you to cast *detect magic* and *detect psychic significance*[OA] as at-will spell-like abilities. Additionally, you can cast *detect animals or plants*, *detect radiation*[TG], or *technomancy*[TG] as spell-like abilities a total number of times per day equal to your veilweaving modifier

Captain's Guided Hand

Class: Daevic, Helmsman/Hivemind, Huay, Nexus, Promethean, Vizier
Slot: Hands
Saving Throw: None
You gain the ability to properly control your vessel even in the most dangerous of situations.
While this veil is shaped, you receive a +1 insight bonus to all Fly, Ride, and Profession checks made to steer or control a vehicle (including a mech* that you are piloting) or perform officer actions.

Essence: For every point of essence invested in this veil, the bonus to Fly, Ride, and Profession checks increases by 1.

Chakra Bind (Hands): While this veil is bound to your hand chakra, you gain the ability to share the benefits of this veil with all allies within long range (400 feet + 40 feet per level) of you.

Crucible of Cosmic Unmaking

Descriptors: Compulsion, Death, Enhanced (morningstar), Evil, Variant
Class: Daevic, Helmsman/Hivemind, Kheshig, Lunar, Nexus, Promethean, Radiant, Vizier, Volur
Slot: Belt, Chest, Hands, Wrists, Belt, Chest
Saving Throw: See text
Every manifestation of this veil is said to be connected to a single ancient and horrible intelligence, a multiversal incarnation of Consumption which has extended its will through every veilweaver and leverages them to its own ravenous ends.

This veil is a variant of the Blackened Pitchfork (enhanced) veil[SMF21].

Shaping this foul veil grants you the ability to call upon a morningstar forged of a mysterious psionically-resonant alloy. Whenever you succeed at an attack roll with this weapon, the target takes a -2 penalty to saving throws against death effects and mind-affecting effects for a number of rounds equal to your veilweaving modifier. You may choose to use your veilweaver level in place of your base attack bonus when attacking with this veil.

Essence: If you have at least 1 point of essence invested in this veil, it is treated as deep crystal[UP] for the purpose of investing power points into it. For each additional point of essence invested beyond the first this weapon deals an additional 1d4 cold or fire damage chosen when the essence is invested; for every even numbered point of essence add 1d4 force damage.

Chakra Bind (Hands): Binding this veil to your Hands chakra grants your Crucible of Cosmic Unmaking a +1 enhancement bonus per point of essence invested (maximum +5). As long as this weapon has at least a +1 enhancement bonus, you may also use any invested essence to gain a +1 effective enhancement bonus you can spend towards any of the following weapon special abilities: *collision*[UP], *dissipater*[UP], *keen*, *mindcrusher*[UP], *mindfeeder*[UP], *psibane*[UP], *psychodisruptive*[UP], *psychokinetic*[UP], *psychokinetic burst*[UP], *soulbreaker*[UP], or *sundering*[UP]. The save DCs of these weapon special abilities are equal to this veil's saving throw DC and this veil's penalty to saving throws applies against these weapon abilities.

Chakra Bind (Wrists): Binding this veil to your Wrists chakra grants you all the benefits of binding it to your Hands chakra, and increases the weapon's critical damage multiplier by ×1. Whenever you slay a creature whose Hit Dice are lesser than or equal to your own with this weapon, their soul becomes trapped within the weapon. Creatures whose souls are trapped in this weapon cannot be returned to life except by *true resurrection*, *miracle*, *wish*, or a similar effect. You may consume a trapped soul's energy as a swift action to regain hit points equal to 1d8 + 1d8 per point of essence invested, at which point the soul can be returned to life normally, though any negative levels it gains as a result of being returned to life are increased by 1. You can only contain a number of souls in the Crucible of Cosmic Unmaking equal to 1 + your veilweaving modifier. If this veil is sundered or suppressed, any captured souls are immediately freed.

Chakra Bind (Belt): Binding this veil to your Belt chakra grants you all the benefits of binding it to your Wrists chakra, and increases the penalty to saving throws from this veil to -3. In addition, when you consume a trapped soul's energy, you may choose to sever the creature's soul. A creature whose soul has been severed can only be brought back to life with a *true resurrection*, *miracle*, or *wish* if the soul is located (typically, the soul is hidden somewhere important to the original creature). Magical search by a crystal ball or a locate object spell does not reveal the fact that a creature's soul is severed, but the wish, miracle, and discern location spell or advanced talent does reveal the location of the severed soul. Even if the soul is located, attempting to resurrect the severed soul requires a successful caster level check against 15 + your veilweaver level unless the effect comes from an artifact, deity, or mythic creature with more mythic tiers or ranks than you.

Chakra Bind (Chest): Binding this veil to your Neck chakra grants you all the benefits of binding it to your Belt chakra. Once per round, when you hit a creature with an attack using the Crucible of Cosmic Unmaking, you may have the damage bypass any damage reduction and energy resistance. In addition, the target must succeed at a Will saving throw or lose one of its defensive abilities for 2d6 rounds. You can choose which defensive ability is lost from

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the following options: a single immunity, all resistances, regeneration, or spell resistance.

When you trap or consume the soul of a creature, any recollection of the target is wiped from existence. Any memories including that target are revised such that no creature which can be affected by compulsion effects ever recalls the target's existence, all of their memories being revised as per the *modify memory* spell which affects all of their memories regarding the target (this effect functions even across planes). You can choose to exempt any number of creatures from the memory revisions of this veil.

If you have the Accoutrements of Temporal Clarity bound to your Body slot, you may choose to also affect all alternate timeline versions of the deceased creature you are aware of who had an equal number or fewer of Hit Dice and mythic ranks to the deceased creature with this erasure, trapping or destroying all of them. If trapping them, all versions of the creature are trapped within the veil and count as a single trapped soul.

Daevic Aspect

The following are new options for the Daevic Aspect[AM] veil, using the new passions listed here.

Fixation: You gain a +1 insight bonus to ranged attack rolls and on AC.

Vigilance: You gain a +1 insight bonus on AC and to saving throws against creatures you have affected with studied target.

Essence: The granted bonuses increase by +1 for each point of essence invested in this veil.

Chakra Bind (Blood): When this veil is bound to the blood, it has the following effects.

Fixation: If bound to the blood chakra, this veil grants you a constant 20% miss chance as the *blur* spell in addition to increasing the critical threat range of any ranged weapon you are wielding by 1 (this is applied after effects such as the Improved Critical feat or *keen* weapon special ability).

Vigilance: If this veil is bound to the blood chakra, you gain blindsight (Echosight[SoO]) out to 30 feet +10 feet for every point of essence invested in this ability as well as the improved uncanny dodge ability, using their daevic level as their rogue level.

Dogfighter's Third Eye

Class: Helmsman
Slot: Interface
Saving Throw: None

You duck and weave through combat with ease, predicting and sidestepping attacks as your rush towards your objective. While this veil is shaped, you receive a +1 dodge bonus on your AC. In addition, any time that an attack misses you, you may move 5 feet as a free action (even if it is not your turn). This action does not provoke attacks of opportunity.

Essence: For every 3 points of essence invested in this veil, the dodge bonus increases by 1

Chakra Bind (Interface): When this veil is bound, you gain blindsense (echosense) out to 30 feet +10 feet for every point of essence invested in this veil.

Expansive Uplink

Descriptors: Mind-Affecting
Class: Daevic, Guru, Helmsman/Hivemind, Promethean, Radiant, Vizier
Slot: Headband
Saving Throw: Will negates (see text)

You maintain continual surveillance over your allies. When you shape this veil, you may select a number of willing creatures within close range (25 feet + 5 feet per 2 levels) equal to your veilweaving modifier. You may reselect creatures to be affected by this veil as a standard action. As long as this veil is shaped, you always know the location of these creatures provided that they are on the same plane as you. You may communicate telepathically with these allies and may attempt aid another checks on them if they are within long range (400 feet + 40 feet per veilweaver level) of you, though you still require line of sight and line of effect for such aid.

Essence: For every point of essence invested in this veil, you may have two additional creatures selected at a time. For every 3 points of essence invested, the bonus you grant from aid another increases by 1.

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Chakra Bind (Headband): When this veil is bound, you may select unwilling creatures with this veil. Creatures are allowed a Will save to avoid the effects of this veil. When this veil is bound, you also see and hear through the senses of any creatures selected with this veil and may attempt aid another checks as an immediate action.

Hover Boots

Descriptors: Variant
Class: Guru, Helmsman/Hivemind, Nexus, Stormbound Vizier
Slot: Feet
Saving Throw: None
These chrome accented boots feature micro propulsion engines that allow you to glide just above the surface of dangerous liquids.

This veil is a variant of the Lavawalker's Boots[AM] veil, with a different effect for investing essence.

Essence: For each point of essence invested in this ability your base speed is increased by an additional 5 feet.

H.U.D.

Descriptors: Variant
Class: Daevic, Eclipse, Helmsman/Hivemind, Promethean, Vizier
Slot: Head
Saving Throw: None
This cybernetic lens fits securely over the eye, feeding important targeting and location information directly to the wearer.

This veil is a variant of the Sentinel's Helm[AM] veil with a different bind effect.

Chakra Bind (Head): By binding this veil to your Head chakra, your interface provides a wider array of protective measures. While this veil is bound, you gain a +1 bonus to initiative checks during a surprise round and saving throws and AC against traps, +1 for each point of essence invested in this veil.

Interference Bangles

Classes: Eclipse, Helmsman/Hivemind, Kheshig, Nexus, Radiant, Vizier
Slot: Body, Wrists, Body
Saving Throw: Fortitude negates (affects objects)
Charged with electricity, your gauntlets arc with energy as machines around you begin to stutter. While this veil is shaped, you gain a 10-foot aura which interferes with activity of technology.

Creatures wielding technological items[TG] who start their turn inside the aura must succeed at a Fortitude save or have such weapons, armor, and other equipment glitch as if timewornTG as long as they remain in your aura. Constructs in the area who start their turn inside the aura must save or be staggered as long as they remain in your aura.

Veilweavers who start their turn inside the aura must save or have one of their veils suppressed (your choice) as long as they remain in your aura.

You may suppress or activate this aura as a move action. Any creatures who succeed at their saving throw against this veil cannot be affected by it for 24 hours.

Essence: For every point of essence invested in this veil, the radius of this ability increases by 5 feet. For every 2 points of essence invested in this veil, you may suppress an additional veil on each veilweaver in the area.

Chakra Bind (Wrist): When this veil is bound to your wrist chakra, magical abilities also begin to struggle. Whenever a creature attempts to cast a spell inside the area of this veil's effects, they must succeed at a caster level check against 10 + your veilweaver level or lose the effect.

Chakra Bind (Body): When this veil is bound to your body chakra and you have essence invested in it, you emanate an aura which completely obliterates either magic or technology within. You gain the ability to cast *antimagic field* and *antitech field*[TG] as spell-like abilities a number of times per day equal to your veilweaver modifier, save that these effects have a range equal to the veil's range rather than 10 feet. Your veils are unaffected by this field.

Ironclad Bastion

Classes: Helmsman
Slot: Interface
Saving Throw: None
Your command of a vessel shields those aboard, protecting them from assaults and easing movement for troops inside. All creatures riding atop or inside a mech you are piloting or vehicle you are serving as an officer[ACS] for gain a +1 resistance bonus to all saving throws. By taking a point of essence burn as an immediate action, you may allow any number of affected creatures to reroll a Reflex save, taking the higher of the two results.

Essence: For every 2 points of essence invested in this veil, the bonus to saving throws increases by 1.

Chakra Bind (Interface): When this veil is bound, allied creatures inside the vehicle or mech gain a bonus on movement speed equal to 10 foot + 5 feet per point of essence invested provided they are moving to other locations inside the vessel.

Micro-Missile Gauntlet

Descriptors: Variant
Class: Helmsman/Hivemind, Promethean, Vizier
Slot: Hands
Saving Throw: None
Mechanical fingertips launch forth from your cybernetic hand, peppering your foes with painful detonations.

This veil is a variant of the Riven Darts[AM] veil. Rather than a bolt of force, the wearer of this veil can launch a small missile that deals 1d6 points of bludgeoning, piercing, and slashing damage as a ranged touch attack with a maximum range of 60 feet.

Essence: For each point of essence invested in this ability, increase the damage dealt by 1d6. If there is at least

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one point of essence invested in this veil, it counts as magic for the purpose of overcoming damage reduction. At three or more essence, it counts as silver and cold iron for the purpose of overcoming damage reduction. At four or more essence, it counts as your alignment for the purpose of overcoming damage reduction. At five or more essence, it counts as adamantine for the purpose of overcoming damage reduction.

Chakra Bind (Hands): Binding this veil to your Hands chakra allows you to fire an additional missile for each point of essence invested in this veil. Each missile requires its own attack roll; the missile can be aimed individually, but no more than two missiles may target any one creature.

Nanite Cloud

Descriptors: Variant
Class: Eclipse, Helmsman/Hivemind, Nexus, Promethean, Vizier
Slot: Feet, Shoulders
Saving Throw: see text
A cloud of tiny nanomachines buzzes through the air around you, making you more difficult to target.

This veil is a variant of the Pestilence Cloak[AM] veil. A swarm of mentally controlled nanites provide the wearer with minor concealment (20% concealment) against ranged attacks. This concealment is not enough on its own to hide using Stealth. Unlike the pestilence cloak, creatures are not allowed a Will save to negate this concealment and it is neither a mind-affecting nor phantasm effect.

The Nanite Cloud does not grant a bonus on the DC of fear effects.

Essence: For each point of essence invested in this veil, the miss chance caused against ranged attacks by its partial concealment increases by 5% (to a maximum of 50%).

When at least 3 points of essence are invested in this veil, the veil also applies its partial concealment against melee attacks made against you.

Chakra Bind (Feet): Binding this veil to your Feet chakra imbues the nanites created by this veil with a horrid strength, allowing them to carry you through the air. You gain a fly speed of 5 feet with Clumsy maneuverability. For each point of essence invested in this veil, this fly speed increases by 5 feet.

Chakra Bind (Shoulders): Binding this veil to your Shoulders chakra enables the nanites to continually proliferate, causing nanites to swarm any creature who dares strike you. Whenever you are successfully hit with a melee attack or combat maneuver by a creature within 5 feet of you, that creature must succeed at a Fortitude saving throw or be sickened for as long as they remain within 10 feet of you. This effect persists until they leave this range, and then for 1 round thereafter for each point of essence invested in this veil.

Navigator's Boon

Class: Helmsman
Slot: Interface
Saving Throw: None
The order of the universe is offered before you, your veil serving as a guide through any domain no matter how vast. While this veil is shaped, you constantly know which direction is north and gain a +1 insight bonus to all Knowledge (geography) checks and Survival checks. Your movement speed is not reduced for having the blinded or entangled conditions unless such a condition prevents you from moving from your space entirely.

Essence: For every point of essence invested in this veil, the bonus to Survival and Knowledge (geography) checks increases by 1.

Chakra Bind (Interface): When this veil is bound, you gain the ability to use *find the path* as a spell-like ability a number of times per day equal to your veilweaving modifier. The spell lasts until you find the location rather than wearing off after 10 minutes/level.

Network Interfacer

Descriptors: Mind-affecting, Phantasm
Classes: Daevic, Eclipse, Guru, Helmsman/Hivemind, Huay, Kheshig, Lunar, Nexus, Promethean, Radiant, Stormbound, Vizier, Volur
Slot: Head, Headband
Saving Throw: Will negates
This piece of technology forms a link between the wielder and a techno-magical network, enabling them to tap into the exchange of knowledge and action on a planetary scale. While this veil is shaped, you gain the ability to use *detect mindscape*[OA] as a spell-like ability at-will, with a caster level equal to your veilweaver level. In addition, you gain a +2 insight bonus to Knowledge (planes) and Spellcraft checks.

Essence: For every point of essence invested in this veil, the bonus on Knowledge (planes) and Spellcraft checks increases by +1.

Chakra Bind (Head): When this veil is bound to your Head chakra, you gain the ability to use *create mindscape*[OA] and *mindscape door*[OA] as spell-like abilities a number of times per day equal to your veilweaving modifier.

Chakra Bind (Headband): When this veil is bound to your Headband chakra, you gain the ability to use *mindscape door*[OA] as a spell-like ability a number of times per day equal to your veilweaving modifier. In addition, you gain a permanent mindscape that functions as if it were created with greater create *mindscape*[OA]. This mindscape is not lost if you unshape or unbind this veil, but if you already possess a mindscape from this veil you may not create a second one so long as the first still exists. You gain the ability to move in and out of this mindscape as per *mindscape door*[OA] at-will.

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Salvager's Gloves

Classes: Daevic, Eclipse, Guru, Helmsman, Lunar, Nexus, Vizier
Slot: Hands, Wrists
Saving Throw: None
This veil enables you to make the most of any equipment, even at its most unstable.
While this veil is shaped, you reduce any penalties for the broken condition or for using improvised weapons by 2.

Essence: For every point of essence invested in this veil, the penalties are reduced by 1, to a minimum of 0.

Chakra Bind (Hands): While this veil is shaped, any equipment you are carrying, mech you are piloting, or vehicle you are driving gains fast healing equal to the amount of essence invested in this veil.

Chakra Bind (Wrists): While this veil is shaped, any object you are carrying, mech you are piloting, or vehicle you are driving gains a +1 bonus to hardness. This bonus to hardness increases by 1 for every 2 points of essence invested in this veil.

Steel Ward's Bond

Class: Helmsman
Slot: Interface
Saving Throw: Will negates
You link up to an artificial entity, communicating with them as easily as you would another humanoid. As a standard action, you may attempt to form a mental link with a construct, vehicle or computer within close range (25 feet + 5 feet per 2 levels) unless they succeed at Will save. On a failed save, you gain telepathy with the target for 1 hour per veilweaver level and may issue commands to it through telepathically. Only one target may be affected by this ability at a time.

Essence: For every point of essence invested in this veil, you may have this ability active on one additional construct, computer, or vehicle at the same time.

Chakra Bind (Interface): When this veil is bound, you gain the ability to quickly and effectively search through the "mind" of the construct for information as a standard action a number of times per day equal to your veilweaving modifier. This functions as *mind probe*[UP] with a save DC equal to your veil save DC, save that it affects constructs and computers. On a failed saving throw, you may also choose to see and hear through any of the construct's senses in addition to your own for 1 minute. On a successful saving throw, your mental link with the target ends.

In addition, you can invest essence in any construct or vehicle with which you share a mental link using the akashic armaments class ability as if it were your bonded vessel.

Stormwarden's Coat

Descriptor: Air
Classes: Daevic, Guru, Helmsman/Hivemind, Lunar, Nexus, Promethean, Stormbound, Vizier
Slot: Chest, Shoulders
Saving Throw: None
This veil enables the wearer to weather even the most extreme storms, bending the elements to his will.

While this veil is shaped, you do not take any penalties on ranged attacks or skill checks due to nonmagical wind or other forms of weather.

Essence: For every point of essence invested in this veil, you gain a +1 insight bonus to saving throws against air and wind effects.

If you have at least 1 point of essence invested in this veil, you do not take any penalties on ranged attacks or skill checks due to magical wind or other forms of weather. Your ranged attacks ignore the *wind wall* spell and similar magical wind effects that would negatively affect them.

If you have at least 5 points of essence invested in this veil, you may ignore the effects of wind (including spells such as *wind wall*, *control winds*, the cyclone ability of an air elemental, and similar effects) on your movement. This does not prevent you from being damaged by such effects.

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Chakra Bind (Shoulders): While this veil is bound to the Shoulders chakra, you gain a constant *fickle winds*[UM] effect on yourself and can see through fogs, mists, storms, or similar forms of obscurement, ignoring concealment from these effects.

Chakra Bind (Chest): In addition to the effects of the shoulders bind, you gain the ability to cast *control weather* and *control winds* as spell-like abilities a number of times per day equal to your veilweaving modifier.

Swarm Mind's Crown

Class: Eclipse, Helmsman/Hivemind, Huay, Radiant, Vizier, Volur
Slot: Head, Headband
Saving Throw: None

You call to your side an army your own thoughts made manifest. Upon weaving this veil you manifest your own thoughts as a psicrystal[UP] with the nanite swarm* archetype. Your effective manifester level for determining the nanite swarm's abilities is equal to you veilweaver level, but the nanite swarm does not select a purpose.

If you already possess a psicrystal, you may grant your psicrystal the nanite swarm archetype for as long as this veil is shaped, this archetype replacing any options or features your psicrystal might possess for the duration. The nanite swarm does not select a purpose.

If you already possess a psicrystal with the nanite swarm archetype, treat your character level as 1 level higher for the nanite swarm's purpose abilities. This increases to 2 levels higher if this veil is bound to your head chakra or 3 levels higher if this veil is bound to your headband chakra.

Essence: For each point of essence invested in this veil, the nanite swarm gains 5 additional hit points, and gains +1 insight bonus to saving throws and skill checks. For every two points of essence invested into this veil, the psicrystal increases its hardness by 1.

Chakra Bind (Head): Binding this veil to your head chakra allows you to use your psicrystal to further enhance your own capacities. For every point of essence invested in this veil any numerical bonus granted by your psicrystal's personality increases by +1.

Chakra Bind (Headband): Binding this veil to your headband chakra allows you to select a purpose for your nanite swarm and benefit from the selected purpose for the duration of the veil.

Warlord's Fist

Descriptors: Emotion, Fear, Mind-affecting
Class: Eclipse, Helmsman, Kheshig, Lunar, Nexus, Vizier, Volur
Slot: Hands
Saving Throw: None

As you raise your fist in the air, it petrifies foes around you with terror. While this veil is shaped, you may as a full-round action attempt an Intimidate check to demoralize any number of creatures within 30 feet.

Essence: For every point of essence invested in this veil, you receive a +1 insight bonus to Intimidate checks and the range of this veil increases by 5 feet.

Chakra Bind (Hands): If this veil is bound to the Hands chakra, you may cause any number of creatures who would become shaken from the demoralization to instead become enraged[SoG] for the same duration, focusing their anger on a target of your choice. An enraged creature cannot use any Charisma-, Dexterity-, or Intelligence-based skill checks (except Acrobatics, Fly, Intimidate, and Ride). Additionally, they take a –2 penalty to AC and Wisdom-based skill checks (except Perception to locate the focus of their anger). They take –8 penalty to concentration checks except to target or include the focus of their rage in a spell. If the enraged creature can see the focus of their rage, all other creatures and objects have positional concealment from the enraged creature. Finally, they get a +2 morale bonus to unarmed and Strength-based weapon damage rolls when attacking the focus of their anger and a +2 morale bonus to Will saving throws against spells and effects from the focus of their anger.

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Variant Rules

Akasha As Cybertech

Zigs leveled one arm at the approaching robot. Quickly redirecting power from his dermal plating to the energy cylinders that powered the potent cannon implanted in his synthetic arm, Zigs unleashed a massive blast of fiery concussive force, reducing the robotic thread to smoking shards.

Akasha, as originally presented in Akashic Mysteries, is a type of magic that acts as a natural amplifier for other types of energy, but perhaps this type of magic does not mesh with the campaign you are envisioning. Perhaps you have sufficient magic sources in your game, but you do not have enough technological options, or you would like a better way to play certain concepts right from first level, like a weaponized android or hard-bitten cyborg.

Changing the system of akasha to an alternative system of cybernetics or gadgetry can be as little or as much work as you want it to be. To get you started, presented below is a selection of alternative options for integrating akasha into your campaign as a form of cybertech without changing any of the base mechanics. Note also that this is just a suggestion on how to change the theme, and that you can take these ideas and reinterpret them for your own campaigns, providing a multitude of variations and different themes. Perhaps multiple themes of akasha exist in your campaign, giving you a solid reference in mechanics, but providing a wide variety in how "akasha" appears in your game.

While akasha uses magical constructs called "veils" that are powered by essence, using it as cybernetic and nanotech enhancements requires a few superficial changes, as outlined below:

Essence: Rename essence as bioenergy, battery points, or even "juice." For a more steampunk or emerging technology campaign, you can also use kilowatts or steam points.

Veils: Veils can be renamed as cybernetics, cybertech, or nano-constructs. For a more steampunk or emerging technology campaign, you can also use gadgets or contraptions.

Chakra Binds: Rename chakra binds as upgrades, integrations, or enhancements. If using nanite themes, like referring to veils as nano-constructs, innovations could also be appropriate.

Classes

Once you have changed the terminology for essence and veils, you'll likely find that the classes require some changes to their theme and nomenclature as well. The hivemind and helmsman classes are flavored with both magical and technological themes in mind, and do not require reflavoring. Some suggested changes for a few akashic classes are presented here:

Crux[BoMTCEC]**:** Rename to regulator or differential. Channel opposition effects could reflect the disruption of energy equilibria within the character's mechanical systems, with alignment potentially being replaced with different energy sources or chemical balances that can be attained.

Daevic[AM]**:** Rename to cyborg or metahuman. Rather than a daeva granting them passions and passion skills, the cyborg or android may have loadouts or programs and .exe files. Passion veils can be implants, and blood veils and binds can be nanite injections. Resist influence is the result of a bioelectric shock system that helps avoid mental domination, rather than the influence of a symbiotic presence. Rather than gaining the outsider (native) subtype, the cyborg could gain the construct type, though retaining only the current advantages and changes from Apotheosis.

Eclipse[Co7S]**:** The abilities of the eclipse need not be renamed, although the manipulation of darkness and the unknown may be reconfigured as the manipulation of extreme physics or exotic matter.

Fisherking[TF]**:** Rename to magnate or technocrat. Royal attendants are digital projections or servitor robots with various magic-esque abilities. Hexes may be specific programs or may embody a mixture of magical and technological influence over others. Regal presence may be renamed to subconscious ambiance.

Guru[AM]**:** Rename to phantom or arcknight. Gentle touch becomes neural shock. Philosophies become paradigms or interfaces. Chakra disruptions become neural disruptions. Sunder veil becomes disrupt energy. Immortal essence becomes energy conversion.

Huay[ARH]**:** Rename to chimera or parahuman. Bonus languages could be ancient secrets gleaned for technological use. Skin shifts become biological reconfigurations. Shifting touch becomes bodily reprogramming. Woodland stride and veil of nature may be reinterpreted as emulating natural adaptations or recreating magical techniques through biological tweaks.

Kheshig[ACK]**:** Rename to bastion or guardian. Akashic arsenal may be a variety of specially constructed weapons that interface with the character's augmented body, while reinforced, eternal guard, and karmic justice may reflect nanotech or cybernetic redundancies that keep the character alive and functioning. Essence-bound duty may reflect special override programming that focuses your defenses on specific targets.

Nexus[Co7S]**:** The planes could be accessed through technological means as well as magical ones, creating a unique role for a nexus as a navigator of the multiverse. If one wants to move away from themes of the planes, the planar attunements and planar detonations may be replaced with chemical balances which can cause potent reactions.

Promethean[EEP]**:** The original name and theming of the promethean can work quite well in technological trappings, playing on themes of augmentation and transhumanism

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rather than occult transformation. Forbidden knowledge traits may take the form of chemical injections, mechanical limbs, or various artificial parts.

Radiant[Co7S]**:** Rename to nanomedic or biotechnician. Akashic bond and mind over matter may be altered to reflect nanotechnology augmentations you have implanted, while *martyr's renewal* and *resurrection* may reflect particularly taxing procedures that require you to exhaust your own supply of nanotech to properly utilize.

Rajah[DPR]**:** Rename to administrator or designator. Title veils become role veils and reflect special access to certain augmentation programs or nanite commands. Royal mandate becomes program management. Vassalage becomes oversight. Crossroads reflect different leadership philosophies or operating systems rather than supernatural empowerment. House of servants could reflect mechanical companions. Regality, divine mandate, symbol of authority, and earthbound immortal reflect special permissions which the character understands to subjugate or guide others using technology. Heraldries may be renamed as insights or executions.

Soulforge[SFSoH]**:** Rename to reconstructor or beneficiary. Enhanced veils become digital records or recreations of past or present individuals who can be consulted for advice or allowed to assume command. Abilities which affect the soul can be reflavored as power or reconfiguring a series of cybernetic augmentations for greater redundancy or control.

Sphereshaper[SoA]**:** Given the broad thematic space occupied by spheres, sphereshapers likely should not be condensed to a single thematic role. Any concept which takes extensive advantage of mechanical, digital, or cybernetic augments may be an appropriate interpretation of the sphereshaper in conjunction with different spheres and talents.

Stormbound[SRF]**:** Rename to meteorologist, reactor, or conduit. Stormweaving becomes tap reaction, indicating a special connection with a unique energy source which can harness incredible yet transient strength. Change avatar of the elderstorm to optimal efficiency.

Thug[ARPE]**:** Rename to slicer or saboteur. Cults may reflect partisan organizations with access to special technology or secrets, serving as the basis for sanctified weapon and veils. If using the psionics as advanced technology rules, the character may utilize multiple augmentation systems with different mechanisms. If not, the character may use an awakened mind to better modulate their abilities.

Transcendent[ACT]**:** Rename to networker or datajacker. The flavor of utilizing an endless variety of unspecialized veils may be adapted as quickly downloading various formats from a larger digital library. Transcendental flow, body of akasha, transcendental self, and transcendence may be reinterpreted as data apotheosis, reflecting the character's rejection of a physical self in favor of a customizable digital essence.

Vizier[AM]**:** Rename to scientist or inventor. Eldritch insight can be renamed spectrometer or analytical implant. Mystic attunement can be renamed as field of study or scientific specialty. Crafter, ruler, and seer paths

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can be renamed engineer, psychologist (or psychiatrist depending on how you envision your abilities working), and sociologist. Veilshifting can be renamed as reconfigure. Chakra rebirth can be renamed to bio-overload, energize, or rapid reconfigure.

Volur[ACV]**:** Rename to archetypal or moderator. Brands become sanctions or injunctions enforced through hostile nanotechnology. Aspects become community personas or support apparati which reflect the organization which the character represents.

Zodiac[CLSZ]**:** The zodiac's connection to alien knowledge may be the result of transmitted technological insights from distant beings (in which case emissary may be an appropriate title) or technological assets which can be organized and utilized through the character's cybertech (fitting the moniker of avatar). Different orbits may reflect different communities, cultures, or alien worlds which provide templates for the character's abilities.

Psionics as Advanced Technology

The mysterious warrior grins as you draw your weapons, his skin pulsating with a thousand tiny rivulets as it adopts a metallic-gray sheen. "The wonders of nanotechnology are limitless, truly," he mutters, "and now you will learn firsthand of how my augmentations can rival the powers of your pathetic god." Lunging forward, his force field deflects your attempts to fend him off, and you find yourself run through with the fingers that have since sharpened to a razor's edge.

Rather than manifesting their powers from enlightened mental capabilities, psionic characters might instead harness far-flung technological facets ingrained within their bodies or surroundings. Psionics in such a world is an extension of scientific developments rather than a mental source of power, which could enable it to mesh better with settings where magic is the primary (if not only) supernatural force governing the universe. The concept of psionics being a product of advanced super-science could also justify why it is often reserved to specific factions or races rather than being universally accessible in the way magic seems to be.

Functionally, techno-psionics would work in the same way that normal psionics does (with power points, focus, augmentations, and whatnot), but the system's overall flavor and interaction with magic would be notably altered. To alter psionics into an advanced form of technology, apply the below suggestions to several aspects of the system.

Powers: Psionic powers are pieces of programming, cybernetic augmentations, or perhaps just bits of advanced knowledge that a character has picked up through research or advancement. Likewise, the names of psionic disciplines are changed to reflect their artificial nature. These changes are listed below in **Table 6-3: Psionic Science Equivalents**.

Psicrystals: Rather than being generated through magic, psicrystals could be robotic assistants created to serve their masters. In this case, it is advised that the robot subtype be applied to psicrystals.

Feats: All psionic characters and creatures gain Technologist* as a bonus feat, and the technologist feat counts as the Wild Talent[UP] feat for the purpose of meeting prerequisites.

Psionic Creatures: Rather than being augmented by supernatural forces, psionic creatures are the product of scientific experiments or perhaps bizarre creations of super-science.

Psionic Equipment: Rather than being considered manifestations of supernatural power, psionic pieces of equipment such as power stones[UP] and psionic weapons[UP] are now considered to be technological in nature. Power stones may be re-flavored as pieces of software, power points may be electrical charges, and other pieces of equipment may vary from being gene mods to injections to mechanically augmenting exoskeletons.

Psionics and Magic: In most cases, this rule assumes the Non-Transparency variant rule for interaction between magic and psionics. However, it is suggested that some spells and powers pertaining to technology operate in a semi-compatible fashion as follows.

Table 6-3: Psionic Science Equivalents

Psionic Discipline Name	Super-Science Discipline Name	Explanation
Athanatism	Dualistics	The analysis and modification of the conscious in relation to the body
Clairsentience	Hyperlogistics	The observation and projection of events based upon signals and calculations
Metacreativity	Synthetics	The alteration and repurposing of existing matter into new forms or utilities
Psychokinesis	Dynamics	The modification and augmentation of living forms
Psychometabolism	Biotechnology	The passage and control of energy in one's surroundings
Psychoportation	Quantics	The transfer of materials through time and space
Telepathy	Neurotechnology	The manipulation and comprehension of the mind and its processes

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- Psionic abilities (including the supernatural abilities of psionic creatures or classes) are considered to be technological in nature rather than supernatural and are not affected by effects such as *dispel magic*, *antimagic field*, or other abilities that would alter or impede magic. Likewise, *dispel psionics*[UP] and *null psionics field*[UP] and other abilities that would alter or impede magic do not function upon magical or supernatural effects.
- Psionic effects would be vulnerable to effects that alter or impede advanced technology, such as *rebuke technology*[TG], *antitech field*[TG], and *protection from technology*[TG]. *Discharge*[TG] functions as *dispel psionics*[UP], and likewise do magic spells affecting or detecting advanced technology function on effects created through psionic power. Abilities that affect psionic powers can likewise disrupt or alter technology in the same way.
- Abilities that specifically target certain descriptors such as divination effects, teleportation effects, or mind-affecting effects function equally well against both magical and technological/psionic versions.
- For the purpose of knowledge checks on psionic items, creatures, and effects, use Craft (mechanical) in place of Spellcraft and Knowledge (engineering) in place of Knowledge (psionics) or Knowledge (arcana).
- If a character is of a psionic class and has a manifester level equal to or greater than the technological item's Craft DC -20, they do not require a laboratory[TG] of any sort in order to craft a technological item. Likewise, labs may be used in place of specific psionic powers for the purpose of creating psionic items that are not power trigger or power completion items.
- Other supernatural abilities: At the discretion of the GM, other forms of supernatural ability can also be considered technological as opposed to magical. Characters that gain these abilities as technological effects gain the Technologist* feat as a bonus feat. A few suggested abilities to be converted as follows:
  - All (Su) class features of the alchemist[APG] and investigator[APG] classes, including extracts.
  - All items, veils, creatures, and classes which use the Akasha[AM] system.
  - The (Su) maneuvers of the following martial disciplines: Solar Wind[PoW], Sleeping Goddess[PoWE], Shattered Mirror[PoWE], Riven Hourglass[PoWE], and Iron Tortoise[PoW].

To balance this, it is advised that the following spells be added to the power lists of various psionic classes so that they are capable of contending with magical effects. These effects use the creature's manifester level in place of their caster level.

- *Detect magic* is considered a talent for all psionic classes.
- *Dispel magic* is a 3rd-level power on the power lists of any class that can learn *dispel psionics*[UP] and can be augmented in the same ways that *dispel psionics*[U] can.
- *Antimagic field* is a 6th-level power on the power lists of any class that can learn *null psionics field*[UP]
- *Mage's disjunction* is a 9th-level psion/wilder power.
- Other effects which engage with functions of magic may be added as psionic powers of equal level.

For the purpose of creating psionic items and constructs, use the item creation feats listed in **Table 6-4: Techno-Psionic Item Creation Feats** in place of the normal item creation feats. The new feats listed on this table are presented below. This change does not affect the price of any items. At GM discretion, technological versions of magic items may be crafted using this system, using your manifester level in place of your caster level and using corresponding psionic powers in place of required spells. New feats created especially for this system are listed below and are marked with **.

Table 6-4: Techno-Psionic Item Creation Feats

Item Type	Item Creation Feat used
Dorjes	Craft Dorje**
Power stones	Craft Power Stone**
Psicrowns	Craft Psicrown**
Psionic constructs	Craft Robot*
Psionic weapons and armor	Craft Technological Arms and Armor*
Psionic tattoos	Craft Cybernetics*
Universal items	Craft Technological Item*

Craft Dorje [Psionic] [Item Creation]

Prerequisite: Manifester level 5th.

Benefit: You can create a dorje of any psionic power you know (barring exceptions as noted in a power's description). Crafting a dorje takes one day for each 1,000 gp in its base price. A newly created dorje has 50 charges.

Craft Psicrown [Psionic] [Item Creation]

Prerequisite: Manifester level 11th.

Benefit: You can create any psicrown whose prerequisites you meet. Crafting a psicrown takes one day for each 1,000 gp in its base price.

Craft Power Stone [Psionic] [Item Creation]

Prerequisite: Manifester level 1st.

Benefit: You can create a power stone of any power that you know. Encoding a power stone takes one day for each 1,000 gp in its base price.

Psychic Dueling with Psionics and Magic Spheres

In a manner similar to psychic mages, psionicists and spherecasters are capable of projecting their minds onto the universe to create quasi-real planes known as mindscapes. The following rules are added in addition to the rules from psychic dueling[OA] introduced in Occult Adventures.

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Psionic and Sphere Abilities in a Duel

For the purpose of use, a psionic character retains their psionic focus while in a psychic duel, and may expend or regain it while in the duel.

The *solicit psicrystal*[UP] power and similar effects which transfer concentration may be used inside of a mindscape to transfer concentration on a thoughtform creature over to another target.

The maximum number of manifestation points a combatant can spend when creating a manifestation is equal either to the highest-level spell the combatant can cast, half the combatant's manifester level, half the combatant's spheres caster level, or 1/4 the combatant's HD (minimum 1 for all and maximum 5 for HD), whichever is higher. A character may use items or other temporary effects to increase their caster or manifester level when creating a manifestation.

Offensive manifestations created using MP from power points, psi-like abilities, or psionic focus use d8s to determine damage. What type of die an offensive manifestation generated with MP gained through spell points uses is dependent on the casting tradition from which the spell points generating the MP come from.

- Casting traditions which include Emotional Casting[USoP], Mental Focus[USoP], Rigorous Concentration[USoP], Unsettling Casting[TCH], or other drawbacks or boons at GM discretion generate MP that creates d8s for offensive manifestations.
- Casting traditions which do not include the previous drawbacks but include Somatic Casting[USoP] or other drawbacks or boons at GM discretion generate MP that creates d6s for offensive manifestations.
- All other casting traditions generate MP that creates d4s for offensive manifestations

Generating Manifestation Points

In addition to the normal methods of generating manifestation points, a psionic character may generate manifestation points using the following methods.

Generating MP from Martial Focus[SoM]: As a free action, a combatant may expend martial focus to generate 3 MP.

Generating MP from Martial Maneuvers[PoW]: As a free action, a combatant may expend a prepared maneuver to generate 3 MP.

Generating MP from Outwitting[SoG]: As a free action, a combatant may outwit another combatant as a cost to generate 3 MP.

Generating MP from Power Points: As a free action, a combatant may expend power points to generate MP. The combatant generates 1 MP for every 2 power points they expend, to a maximum number of power points spent equal to their manifester level. If the combatant is part of a Metaconcert power or other effect which shares a power point reserve with other creatures or items, he may draw power points from these other sources as well as his own reserve.

Generating MP from Psionic Focus: As a free action, a combatant may expend psionic focus to generate 3 MP.

Generating MP from Psi-Like abilities: A combatant can sacrifice a use of a psi-like ability in a way similar to sacrificing spell-like abilities to generate MP. This generates an amount of MP equal to half the manifester level of the psi-like ability +1. However, each at-will psi-like ability can be sacrificed only once during a single psychic duel; it is not a source of infinite MP.

Generating MP from Spell Points: As a free action, a combatant may expend a spell point to generate MP. The combatant generates 1 MP for every spell point spent plus an additional MP for every 4 points of MSB they possess. If the combatant is part of a manabond or other effect which shares a spell point reserve with other creatures or items, he may draw spell points from these other sources as well as his own reserve.

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CHAPTER 7:

EQUIPMENT

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Technological Weapons

The prices for technological weapons listed in this section are based on and balanced against the prices for firearms in a standard campaign setting without any adjustment to firearms' popularity. In a game where you have mechanical robots flying around, cybernetic implants, and other instances of normalized advanced technology, the "Commonplace Guns" or "Guns Everywhere" assumptions will make more sense from both a thematic and balance perspective. For convenience, these campaign assumptions have been reprinted below. The price adjustments described in these assumptions should also be applied to other advanced weapons, such as the rocket glove and monofilament stiletto.

Commonplace Guns[UC]**:** While still expensive and tricky to wield, early firearms are readily available. Instead of requiring the Exotic Weapon Proficiency feat, all firearms are martial weapons. Early firearms and their ammunition cost 25% of the listed amounts, but advanced firearms and their ammunition are still rare and cost the full price to purchase or craft.

Guns Everywhere[UC]**:** Guns are commonplace. Early firearms are seen as antiques, and advanced firearms are widespread. Firearms are simple weapons, and early firearms, advanced guns, and their ammunition are bought or crafted for 10% of the listed cost. The gunslinger loses the gunsmith class feature and instead gains the gun training class feature at 1st level. High-tech firearms and heavy weapons printed in the *Pathfinder Roleplaying Game Technology Guide* do not have their costs reduced by this rule, but the new firearm types and heavy weapons printed in this book have their cost reduced as normal.

Weapon Qualities

AP: AP refers to a weapon's Armor Penetration value, detailed in the Armor Penetration variant rule*.

Unwieldy: Weapons with the unwieldy quality are large and awkward, cannot be fired without cooling down first, or are otherwise difficult to use with repeated attacks. You cannot use an unwieldy weapon as part of a full attack (or any other action in which you could make multiple attacks), you cannot attack with it more than once per round, and you cannot use it to make attacks of opportunity.

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Simple Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Capacity	Charge Usage	Weight	Type	Special
Light Melee Weapons										
Rocket glove	3,000 gp	1d4	1d6	×4	—	10	1	5 lbs.	B	AP 2
Whirlknife	5 gp	1d6	1d8	×2	—	10	1	2 lbs.	S	Deadly[UC]
Martial Weapons	**Price**	**Dmg (S)**	**Dmg (M)**	**Critical**	**Range**	**Capacity**	**Charge Usage**	**Weight**	**Type**	**Special**
Light Melee Weapons										
Monofilament stiletto	5,000 gp	2d4	2d6	18-20/×2	—	—	—	1 lbs.	P	AP 3, Fragile[UC]
Two-Handed Melee Weapons										
Awakened staff	6,000 gp	1d8 e, 1d4 blu	1d8 e, 1d6 blu	×2	—	10	1	8 lbs.	B and E	Double, see text
Drillblade	20 gp	1d12	2d8	×3	—	10	1	10 lbs.	B, P, S	Deadly[UC], Sunder[AA]
Titanic edge	20 gp	1d12	2d8	×3	—	—	—	25 lbs.	S	Blocking[UC], Sunder[AA], Unwieldy*
Firearms	**Price**	**Dmg (S)**	**Dmg (M)**	**Critical**	**Range**	**Capacity**	**Charge Usage**	**Weight**	**Type**	**Special**
One-Handed Firearms										
Bolt pistol	2,000 gp	1d6	1d8	×2	50 ft.	10	1	2 lbs.	B	AP 3
Two-Handed Firearms										
Bolt rifle	3,000 gp	1d8	1d10	×2	150 ft.	20	1	6 lbs.	B	AP 5
String launcher	8,000 gp	5d6	5d8	18-20/×2	100 ft.	25	1	8 lbs.	P	AP 5, see text
Two-Handed Ranged Weapons (Heavy Weaponry[TG])										
Magnet cannon	3,500 gp	1d12	2d8	×4	150 ft.	20	1	16 lbs.	B	AP 7, Unwieldy*
Harpoon launcher	400 gp	1d8	2d6	×3	80 ft.	25	1	8 lbs.	P	Grapple[UC], see text
Heavy bolter	3,200 gp	1d8	2d6	×2	200 ft.	30	1	20 lbs.	B	AP 6
Micro-missile array	7,000 gp	1d10	2d8	×2	60 ft.	25	1	15 lbs.	B, P, S	AP 5, see text

Weapons

AWAKENED STAFF — PRICE 6,000 GP

Type two-handed melee; **Proficiency** martial; **Weight** 8 lbs.
Damage 1d4 B and 1d8 electric (small), 1d6 B and 1d8 electric (medium); **Damage** Type B and E; Critical ×2
Range —; **Capacity** 10; **Usage** 1 charge; **Special** see text

Designed by beings who had long ago mastered the powers of psionics and technology, the awakened staff is a tool for psionic combatants to fight opponents who are also capable of wielding psionic power. As long as a creature is wielding an awakened staff, he is automatically aware of any creature within 30 feet who has at least 1 power point, unless they are also wielding an awakened staff or are under the effects of a spell or power that would prevent them from being detected magically, such as a *nondetection spell*.

Whenever the wielder scores a critical hit with an awakened staff, the target of the attack loses a number of power points equal to the electrical damage dealt by the awakened staff, and the wielder regains the same amount, up to their normal maximum. Electrical damage from sources other than the awakened staff's base properties, such as the shock weapon special ability, do not contribute to this effect.

Construction Requirements **Cost** 3,000 gp

Craft Technological Arms and Armor*, military lab*; **Craft** DC 25

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BOLT PISTOL — PRICE 2,000 GP

Type one-handed ranged; **Proficiency** exotic (firearms); **Weight** 2 lbs.
Damage 1d6 (small), 1d8 (medium); **Damage Type** B and P; **Critical** ×2
Range 50 ft.; **Capacity** 10; **Usage** 1 charge; **Special** AP 3

Bolt pistols are modified firearms which use electrical acceleration to fire their bullets as opposed to chemical agents.

Construction Requirements — **Cost** 1,000 gp

Craft Technological Arms and Armor*, military lab*; **Craft** DC 20

BOLT RIFLE — PRICE 3,000 GP

Type two-handed ranged; **Proficiency** exotic (firearms); **Weight** 6 lbs.
Damage 1d8 (small), 1d10 (medium); **Damage Type** B and P; **Critical** ×2
Range 150 ft.; **Capacity** 20; **Usage** 1 charge; **Special** AP 5

Bolt rifles are enlarged versions of bolt pistols and function the same as their counterparts except as noted above.

Construction Requirements — **Cost** 1,500 gp

Craft Technological Arms and Armor*, military lab*; **Craft DC 22**

DRILLBLADE — PRICE 20 GP

Type two-handed melee; **Proficiency** martial; **Weight** 15 lbs.
Damage 1d10 (small), 2d8 (medium); **Damage Type** P, S, and B; **Critical** ×3
Range —; **Capacity** 10; **Usage** 1 charge; **Special** deadly, sunder

This weapon takes the form of a giant drill mounted on a curved two-handed hilt. Originally created for demolition, it has since been modified over the course of worker rebellions to become an iconic weapon and symbol of freedom. A drillblade can be powered on or off as a standard action, and while powered on consumes 1 charge every hour. A dropped drillblade automatically turns off unless it is set down carefully as a move action.

Construction Requirements — **Cost** 10 gp

Craft Technological Arms and Armor*, military lab*; **Craft** DC 23

HARPOON LAUNCHER — PRICE 400 GP

Type two-handed ranged; **Proficiency** exotic (heavy weaponry); **Weight** 8 lbs.
Damage 1d8 (small), 2d6 (medium); **Damage Type** P; **Critical** ×3
Range 80 ft.; **Capacity** 25; **Usage** 1 charge; **Special** grapple, see text

The harpoon launcher launches a harpoon attached to 50 feet of retractable cord. Cutting the cord on a launched harpoon is a swift action, and reloading it is a standard action (which can be lowered to a move action with the Rapid Reload feat or similar effects). The harpoon launcher has a special device built into it to assist with retracting the harpoon; a character wielding the harpoon launcher gains a +4 bonus to CMB on grapple checks made to move a grappled target closer.

Construction Requirements — **Cost** 200 gp

Craft Technological Arms and Armor*, military lab*; **Craft DC 22**

HEAVY BOLTER — PRICE 3,200 GP

Type two-handed ranged; **Proficiency** exotic (heavy weaponry); **Weight** 20 lbs.
Damage 1d8 (small), 2d6 (medium); **Damage Type** B and P; **Critical** ×2
Range 200 ft.; **Capacity** 30; **Usage** 1 charge; **Special** AP 6

Heavy bolters are the largest versions of bolt pistols and bolt rifles. They function the same as their counterparts except as noted above.

Construction Requirements — **Cost** 1,600 gp

Craft Technological Arms and Armor*, military lab*; **Craft DC 22**

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MAGNET CANNON PRICE 3,500 GP

Type two-handed ranged; **Proficiency** exotic (heavy weaponry); **Weight** 16 lbs.
Damage 1d12 (small), 2d8 (medium); **Damage Type** B; **Critical** ×4
Range 150 ft.; **Capacity** 25; **Usage** 1 charge; **Special** AP 7, unwieldy

The tremendous barrel of a magnet cannon is lined with numerous powerful electromagnets capable of accelerating large projectiles to extreme velocities.

Construction Requirements **Cost** 1,750 gp

Craft Technological Arms and Armor*, military lab*; **Craft** DC 24

MICRO-MISSILE ARRAY PRICE 7,000 GP

Type two-handed ranged; **Proficiency** exotic (heavy weaponry); **Weight** 15 lbs.
Damage 1d10 (small), 2d8 (medium); **Damage Type** B, P, and S; **Critical** ×2
Range 60 ft.; **Capacity** 40; **Usage** 2 charges; **Special** AP 4, see text

The broad muzzle of this weapon is loaded with a cluster of small rockets produced within the weapon itself. When an attack is made with a micro-missile array, the weapon fires off a storm of missiles which target everything in a 10-foot by 10-foot square (as opposed to a single target). The wielder makes a separate attack roll against every target in the area when firing this weapon.

The micro-missile array's attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells, do not foil a micro-missile array attack. If any of the attack rolls threaten a critical, confirm the critical for that attack roll alone. Any abilities that would function differently or fail to function for a scatter[UC] attack are changed in the same manner for a micro-missile array attack.

Construction Requirements **Cost** 3,500 gp

Craft Technological Arms and Armor*, military lab*; **Craft** DC 26

MONOFILAMENT STILETTO PRICE 5,000 GP

Type light melee; **Proficiency** martial; **Weight** 1 lb.
Damage 1d8 (small), 2d6 (medium); **Damage Type** P; **Critical** 18-20/x2
Range —; **Capacity** —; **Usage** —; **Special** AP3, fragile

This long dagger's blade consists of a series of wires so thin it is almost invisible when viewed from the side. Attacks from a monofilament stiletto ignore hardness as if the weapon were made of adamantine. A monofilament stiletto's damage cannot be modified by strength, as the wires that comprise the blade slice with equal ease regardless of the force applied, though abilities that allow the wielder to apply their Dexterity bonus to damage, such as the *agile*[AP100] *weapon special ability or the* unchained rogue's[PFU] finesse training, still apply.

Because the stiletto is so light and effortless, creatures who have not had the stiletto in their possession for at least 24 hours take a -2 penalty on all attack rolls or skill checks made with or using the stiletto as they adjust to its unusual balance. Due to its incredibly delicate construction, a monofilament stiletto never loses the flaws associated with the fragile condition, even a magical version.

Construction Requirements **Cost** 2,500 gp

Craft Technological Arms and Armor*, nanotech lab*; **Craft** DC 25

ROCKET GLOVE PRICE 3,000 GP

Type light melee; **Proficiency** simple; **Weight** 5 lbs.
Damage 1d4 (small), 1d6 (medium); **Damage Type** B; **Critical** x4
Range —; **Capacity** 10; **Usage** 1 charge; **Special** AP2

A rocket glove can be used as a normal gauntlet of its size without consuming charges. When a charge is spent as part of an attack with a rocket glove, a series of small sonic emitters add increased speed and force to the blow, allowing the strike to blast through an opponent's defenses.

Construction Requirements **Cost** 1,500 gp

Craft Technological Arms and Armor*, military lab*; **Craft** DC 23

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STRING LAUNCHER — PRICE 8,000 GP

Type two-handed ranged; **Proficiency** exotic (firearms); **Weight** 8 lbs.
Damage 5d6 (small), 5d8 (medium); **Damage Type** P; **Critical** 18-20/x2
Range 100 ft.; **Capacity** 25; **Usage** 2 charges; **Special** AP 5, see text

This strange device can be used to fire off a length of monofilament wire that pierces and hooks its target. The wire is as hard as adamantine and anchors into anything it successfully hits with an attack roll, and the DC of the Strength check required to pull the wire loose is equal to the attack roll made to lodge it in place. A Disable Device check can remove it, and a creature struck by the wire can escape it with a combat maneuver check or Escape Artist check at the same DC as the Strength check.

The wielder of the string launcher can command it to release its hold and retract the wire as a free action. The string launcher cannot be fired again as long as it is attached to a target. A string launcher never needs to be reloaded, though if the monofilament wire is sundered or destroyed, the string launcher becomes nonfunctional until a creature with the Craft Technological Arms and Armor* feat spends 1 day and 1,000 gold pieces worth of materials crafting and installing a replacement wire in a suitable lab.

Construction Requirements **Cost** 4,000 gp

Craft Technological Arms and Armor*, nanotech lab*; **Craft** DC 28

TITANIC EDGE — PRICE 20 GP

Type two-handed melee; **Proficiency** martial; **Weight** 25 lbs.
Damage 1d10 (small), 2d8 (medium); **Damage Type** S; **Critical** x3
Range —; **Capacity** —; **Usage** —; **Special** blocking, sunder, unwieldy

Known as a doshko among the scaled peoples, a titanic edge is a tremendous hafted weapon mounted with numerous forward-mounted curving blades. These blades complement the weapon's destructive power with added defensive utility, easily catching oncoming attacks.

WHIRLKNIFE — PRICE 5 GP

Type light melee; **Proficiency** simple; **Weight** 2 lbs.
Damage 1d6 (small), 1d8 (medium); **Damage Type** S; **Critical** x2
Range —; **Capacity** 10; **Usage** 1 charge; **Special** deadly

The cylinder of long rotating blades on this handheld weapon are weak at rest but vicious in motion, quickly carving through most materials. A whirlknife can be powered on or off as a standard action, and while powered on consumes 1 charge every hour. A dropped whirlknife automatically turns off unless it is set down carefully as a move action.

Construction Requirements **Cost** 2.5 gp

Craft Technological Arms and Armor*, military lab*; **Craft** DC 17

Weapon Modifications[AA2]

Heavy-Headed

Price +1,500 gp; **Weight** +3 lb.
The head of this polearm or barrel of this firearm is enlarged to phenomenally increase power at the expense of maneuverability. Only polearms and firearms can be heavy-headed. A heavy-headed polearm deals damage as if it were one size larger but gains the unwieldy quality.

Resonance Battery

Price +1,000 gp; **Weight** +1 lb.
A resonance battery weapon is augmented with thrusters, rotating blades, or other motorized components that amplify the weapon's damage potential. The weapon has an installed battery that holds 10 charges. The weapon can be powered on or off as a standard action, and while powered on consumes 1 charge every hour. A dropped weapon with a resonance battery automatically turns off unless it is set down carefully as a move action.

While powered on, the weapon deals damage as if it were one size larger. This modification can be added to any weapon without increasing its weapon's category for proficiency, but adding this modification requires access to a production lab* or military lab*. This weapon modification cannot be attached to a weapon that already uses charges.

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Magic Weapon Special Qualities

Many of these weapon and armor special abilities and general equipment enhancements may be created such that they are not magical or psionic in nature, rather being technological improvements. Enhancement bonuses may be applied to an item in the same way. Such improvements are treated as technological extraordinary effects rather than magical or psionic effects.

Technological "Magic" Equipment

In place of the normal caster/manifester level, item creation and spell/power/sphere requirements, crafting a technological version of an armor, shield, or weapon enhancement requires the Craft Technological Arms and Armor* feat, a specific lab, and a Craft (mechanical) check with a specific DC. The DC and lab required is based on the bonus or gp value of the enhancement bonus.

Table 7-1: Technological Magic Equipment Requirements

Special Quality value or enhancement bonus	Requirements
+1 bonus	Craft (mechanical) DC 24, production lab* or military lab*
+2 bonus	Craft (mechanical) DC 28, military lab*
+3 bonus	Craft (mechanical) DC 32, military lab*
+4 bonus	Craft (mechanical) DC 36, nanotech lab*
+5 bonus	Craft (mechanical) DC 40, graviton lab*

Armor Penetration **Price** +1 bonus

Aura faint psychometabolism or transmutation; **CL or ML** 4th

This weapon is specially engineered to pierce obstructions. If using the armor penetration rules*, the weapon's AP increases by an amount equal to twice its enhancement bonus.

Construction Requirements

Craft Magic Arms and Armor; Creation sphere[USoP] (Rigidity[USoP] (alter)) or *dissolving weapon*[UP]

Array **Price** +1 bonus

Aura faint conjuration or metacreativity; **CL or ML** 9th

This special ability may only be applied to firearms and heavy weapons. When making an attack with this weapon, the user may have the weapon fire off a storm of shots which target everything in a 10-foot by 10-foot square (as opposed to a single target). The wielder makes a separate attack roll against every target in the area when firing this weapon. The attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells, do not foil an array attack. If any of the attack rolls threaten a critical, confirm the critical for that attack roll alone. Any abilities that would function differently or fail to function for a scatter[UC] attack are changed in the same manner for an array attack.

Construction Requirements

Craft Magic Arms and Armor; Creation sphere[USoP] (Divided Creation[USoP]) or *hail of crystals*[UP]

Automatic **Price** +1 bonus

Aura faint psychometabolism or transmutation; **CL or ML** 7th

This special ability may only be applied to firearms and heavy weapons. An *automatic* weapon allows its wielder to make attacks with it as if they had the Rapid Shot feat. If the wielder has the Rapid Shot feat, they can use the additional shot from that as well, but the penalty for all shots fired in that round increases to -6.

Construction Requirements

Craft Magic Arms and Armor; Time sphere[USoP] (Improved Haste[USoP]) or *physical acceleration*[UP]

Boosting **Price** +1 bonus

Aura faint metacreativity or transmutation; **CL or ML** 5th

You can charge up a weapon with this special ability as a move action. When you do, you increase the weapon's damage by 1d4 per point of enhancement bonus on the next attack you make with the weapon before the end of your next turn. Boosting a weapon more than once before attack does not have any extra effect.

Construction Requirements

Craft Magic Arms and Armor; War sphere[USoP] (Damaging Momentum[USoP] (momentum)) or *metaphysical weapon*[UP]

Burst **Price** +1 bonus

Aura faint evocation or psychokinesis; **CL or ML** 6th

This special ability may only be applied to firearms and heavy weapons. A weapon with the *burst* special ability can attack all targets in a line with length equal to its first range increment or a cone out to half its first range increment. In either case, the weapon targets creatures as if it had the scatter[UC] quality for all purposes, rolling unique attack rolls for each creature and applying the quality's normal changes regarding precision damage, miss chance, and penalties to attack rolls. If the weapon already possesses the scatterUC quality, it uses its normal range

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for the cone and doubles its first range increment when fired in a line). A weapon with this special ability is considered to have the scatter[UC] quality.

Construction Requirements

Craft Magic Arms and Armor; Destruction sphere[USoP] (Sculpt Blast[USoP] (blast shape)) or *energy cone*[UP]

Conduit — Price +3 bonus

Aura moderate destruction or psychokinesis; **CL or ML** 10th

Certain advanced psionicists have opted to combine firearms and psionic power to create weapons capable of channeling their supernatural might into their ammunition. This special ability may only be applied to weapons which can deal damage in a line, cone, or burst. Whenever the wielder uses a spell, power, or other ability that affects creatures in the same shape that the weapon deals damage in (such as a cone-shaped breath weapon and a vortex gun), they may channel the ability through the weapon, using the weapon's range in place of the ability's normal range and adding the weapon's enhancement bonus as a bonus to the ability's attack roll and saving throw DCs.

When channeling the ability in this way, the wielder makes an attack roll with the weapon covering the same altered area as the ability, using the longer of the two actions needed to use the ability or use the weapon. If the weapon requires an attack roll, only creatures hit by the attack roll are affected by the associated ability.

Construction Requirements

Craft Magic Arms and Armor, Destruction sphere[USoP] (Energy Strike[USoP] (blast strike)) or *energy cone*[UP]

Energized — Price special

Aura moderate evocation or psychokinesis; **CL or ML** 7th

This special ability may only be applied to weapons that use charges. When this special ability is applied, the creator chooses acid, cold, electricity, fire, or sonic damage. As long as it is charged or is using charges to make attacks, the weapon deals all of its damage as energy damage of the chosen type and targets touch AC rather than normal AC. If the weapon has the blocking special feature, the shield bonus on AC from blocking also applies to the wielder's touch AC.

The cost increase of this weapon is equivalent to a +1 bonus for firearms and heavy weapons that deal acid, cold, electricity, or fire damage, +2 bonus for firearms and heavy weapons that deal sonic damage, +3 bonus for other weapons that deal acid, cold, electricity, or fire, and +4 bonus for other weapons that deal sonic damage.

Construction Requirements

Craft Magic Arms and Armor; Destruction sphere[USoP] (Energy Strike[USoP] (blast strike)) or *weapon of energy*[UP]

Expanded Capacity — Price +1 bonus

Aura faint warp or psychoportation; **CL or ML** 4th

This weapon is capable of storing more ammunition or energy than normal, enabling the wielder to fight longer and harder without trouble. The number of charges that the weapon contains is doubled, alongside the ammunition capacity of the weapon.

Construction Requirements

Craft Magic Arms and Armor; Warp sphere[USoP] (Extradimensional Storage[USoP] (space)) or *foxhole*[UP]

Exploding — Price +2 bonus

Aura moderate evocation or psychokinesis; **CL or ML** 8th

This special ability can only be applied to ranged weapons which use charges. As a full-round action, you may fire a blast with the weapon rather than making a normal attack. When an exploding weapon is used to launch a blast, no attack roll is made—you simply target a 5-foot-radius spread within the

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Expanded Energized Weapon Properties

If a weapon has the energized or hybridized special ability and deals damage of certain types, the following additional modifications can be applied to it at no additional cost.

Antibiological: If acid, cold, or sonic damage is chosen with this special ability and applied to a ranged weapon, the creator may choose to have the weapon's attack operate as antibiological. Antibiological weapons deal no damage to objects, undead, or constructs but deal 1d6 additional damage against living creatures.

EMP: If electricity damage is chosen with this special ability and applied to a ranged weapon, the creator may choose to have the weapon's attack operate as an EMP. An EMP attack deals no damage to non-cyborg living creatures but deals 1d6 additional damage against robots, androids and creatures with cybernetic implants. A creature that takes damage from a critical hit by an EMP cannon must succeed at a DC 15 Fortitude save or be staggered for 1d4 rounds.

Laser: If electricity, fire, or sonic damage is chosen with this special ability and applied to a ranged weapon, the creator may choose to have the weapon's attack operate as a laser. A laser attack can pass through force fields and force effects, such as a wall of force, to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers do not provide cover from lasers—but unlike force barriers, a transparent physical barrier still takes damage from a laser passing through it. Invisible creatures are immune to damage caused by a laser weapon. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks. Darkness (magical or otherwise) has no effect on lasers other than providing concealment, and though a laser consists of highly focused light, it does not provide any illumination.

weapon's first range increment. This blast radius increases by 5 feet for every point of enhancement bonus the weapon has beyond +1.

You must have line of effect to your target when you launch a blast; if the blast impacts a solid object before reaching the target area, it explodes at that point. All creatures caught in the blast radius take damage as if struck with the weapon but are allowed a DC 14 Reflex save for half damage. If the attack has any special effects other than damage, they are negated with a successful saving throw. Firing a blast in this way consumes 10 charges.

Construction Requirements

Craft Magic Arms and Armor; Destruction sphere[USoP] (Explosive Orb[USoP] (blast shape)) or *energy ball*[UP]

Flexible — Price +4 bonus

Aura strong evocation or psychoportation; **CL or ML** 13th

This weapon uses special guidance or dimension-warping effects to launch attacks from unusual angles. When you make an attack with this weapon, you may choose a point within the weapon's first range increment to determine line of sight to a target, and this square is considered the new origin square of the attack. Use that square to determine the effects of cover, and your own square to determine the effects of concealment.

Construction Requirements

Craft Magic Arms and Armor; Destruction sphere[USoP] (Knight's Blast[TJH] (blast shape)) or *flexible trajectory*[UP]

Gravitation — Price +3 bonus

Aura strong psychoportation or telekinesis; **CL or ML** 11th

You can push or pull creatures with this weapon. This functions as the *driving*[WMH] special ability, save that you can also perform *drag*[APG] combat maneuvers in the weapon's first range increment. In addition, when you confirm a critical hit against a target with this weapon, you may perform a bull rush, drag, or trip combat maneuver against them as a free action which can be taken outside your turn.

Construction Requirements

Craft Magic Arms and Armor; Telekinesis sphere[USoP] (Telekinetic Maneuver[USoP]) or *summoning strike*[UP]

Grazing — Price +2 bonus

Aura moderate psychoportation or transmutation; **CL or ML** 8th

This weapon lashes out against nearby creatures. Whenever you deal this weapon's damage to a target as part of an attack action, full attack, or attack of opportunity, make an additional attack at the same bonus against another creature of your choice within range. On a hit, you deal damage to the second creature equal to the weapon's base damage die (not any other damage).

Construction Requirements

Craft Magic Arms and Armor; Nature sphere[USoP] (Manipulate Nature[USoP] (blast shape)) or *gravitational well*[UP]

Greater Array — Price +3 bonus

Aura strong conjuration or metacreativity; **CL or ML** 12th

This functions as the *array** special ability, save that the area covered is a 20-foot by 20-foot square rather than 10-foot by 10-foot.

Construction Requirements

Craft Magic Arms and Armor; Creation sphere[USoP] (Divided Creation[USoP]) or *mirror shot*[UP]

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Greater Expanded Capacity — Price +2 bonus

Aura moderate warp or psychoportation; **CL or ML** 11th

This ability functions as the *expanded capacity** ability, save that the total number of charges that the weapon may have alongside the ammunition capacity of the weapon are multiplied by five rather than doubled.

Construction Requirements

Craft Magic Arms and Armor; Warp sphere[USoP] (Extradimensional Storage[USoP] (space)) or *foxhole*[UP]

Greater Exploding — Price +3 bonus

Aura strong evocation or psychokinesis; **CL or ML** 13th

This functions as the *exploding** special ability, save that the blast radius increases by 5 feet and the weapon's base damage dice is doubled on a successful blast attack.

Construction Requirements

Craft Magic Arms and Armor; Destruction sphere[USoP] (Explosive Orb[USoP] (blast shape)) or *energy wave*[UP]

Hybridized — Price special

Aura strong evocation or psychokinesis; **CL or ML** 9th

This functions as the *energized** ability, save that you may select two energized types rather than one. Half of the weapon's damage is of the first type and the other is of the second type. Alternatively, the creator may select only a single *energized** type and have the other half deal the weapon's normal damage type.

The cost of a hybridized weapon is one +1 bonus higher than the highest-cost energized* weapon special ability used in its effect.

Construction Requirements

Craft Magic Arms and Armor; Destruction sphere[USoP] (Admixture[USoP]) or *energy current*[UP]

Injecting — Price +1 bonus

Aura faint psychometabolism or universal; **CL or ML** 4th

A thin tube extends along the length of this weapon, running liquid through it into the bodies of foes. An injecting weapon can store up to three doses of poisons, extracts, pharmaceuticals, or other liquids. When a creature is struck by an *injecting weapon*, the wielding can as a free action inject a stored liquid into the struck creature. This ability may only be applied to piercing weapons.

Construction Requirements

Craft Magic Arms and Armor; any [strike] talent or *prevenom weapon*[UP]

Kicking — Price +2 bonus

Aura moderate evocation or psychokinesis; **CL or ML** 8th

This functions as the *boosting** weapon special ability, except you increase the weapon's damage by 1d8 per point of enhancement bonus rather than 1d4. When you fire a weapon which has been boosted in this way, the force of the attack launches you back as per a bull rush combat maneuver, using your bull rush CMB + the weapon's enhancement bonus as the combat maneuver modifier.

Construction Requirements

Craft Magic Arms and Armor; Destruction sphere[USoP] (Air Blast[USoP] (blast type, air)) or *concussive onslaught*[UP]

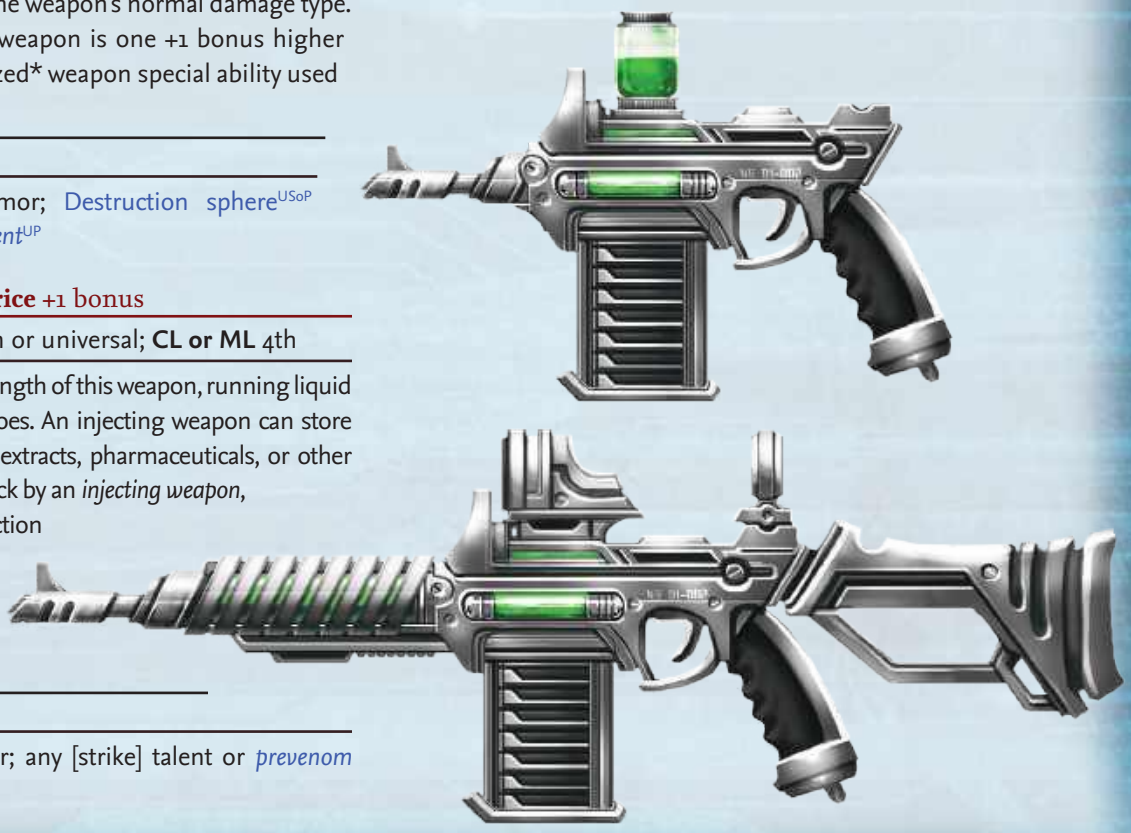
Mindspiking — Price +3 bonus

Aura strong divination or telepathy; **CL or ML** 10th

This weapon's ethereal presence strikes at the minds of targets rather than their bodies. This weapon deals untyped damage with its attacks but deals no damage against targets immune to mind-affecting effects. In addition, if the target possesses any bonuses to saving throws against charm, compulsion, or mind-affecting effects, any damage from this weapon is reduced by the highest of these bonuses.

Construction Requirements

Craft Magic Arms and Armor; Mind sphere[USoP] (Cerebral Strike[USoP] (charm)) or *mind thrust*[UP]



William Kwan (Order #51350870)

Mire — Price +1 bonus

Aura faint conjuration or metacreativity; **CL or ML** 4th

This weapon's attacks leave residue or aftershocks behind that renders the area difficult to navigate. Whenever this weapon would deal damage in an area (such as through the *exploding** ability or the scatter[UC] quality, or the weapon itself being a splash weapon), that area becomes difficult terrain for a number of rounds equal to the weapon's enhancement bonus.

Construction Requirements

Craft Magic Arms and Armor; Nature sphere[USoP] (Create Nature[USoP] (geomancing)) or *entangling debris*[UP]

Polarizing — Price +2 bonus

Aura moderate enchantment or psychometabolism; **CL or ML** 8th

This special ability can only be placed on ranged weapons. A *polarizing* weapon creates electrical instabilities in the body of the target which draw your continued attacks towards them. Each time the wielder damages an opponent with the weapon, its enhancement bonus increases by +1 when making attacks against that opponent (to a maximum total enhancement bonus of +5). This extra enhancement bonus goes away if the opponent dies, the wielder uses the weapon to attack a different creature, or 1 hour passes.

Construction Requirements

Craft Magic Arms and Armor; War sphere[USoP] (Adroitness[USoP] (mandate)) or *zealous fury*[UP]

Professional — Price +2,000 gp

Aura faint clairsentience or divination; **CL or ML** 3rd

A *professional* weapon has numerous additions or adjustments to make it functional outside of a combat context. The creator chooses a single Perform or Profession skill when creating this weapon. The weapon functions as a masterwork tool for that specific skill (adding a +2 circumstance bonus to the skill check) and adds its enhancement bonus as an insight bonus to that specific skill.

Construction Requirements — **Cost** +1,000 gp

Craft Magic Arms and Armor; Enhancement sphere[USoP] (Enhance Focus[USoP] (enhance)) or *judge*[UP]

Puncturing — Price +3 bonus

Aura strong psychokinesis or transmutation; **CL or ML** 13th

Projectiles fired with this weapon fly forward with immense power, piercing multiple targets. When making an attack with a *puncturing* weapon, make a single attack roll and compare that result to the ACs of all creatures in a line extending out to the weapon's maximum range. This weapon damages all targets with an AC equal to or lower than the attack roll. However, if the attack's damage fails to penetrate any target's hardness, damage reduction, or energy resistance, this shot is blocked and cannot damage targets that are farther away.

Construction Requirements

Craft Magic Arms and Armor; Telekinesis sphere[USoP] (Acceleration[USoP]) or *telekinetic force*[UP]

Selective — Price +1 bonus

Aura faint clairsentience or divination; **CL or ML** 4th

This special ability can only be applied to weapons which target an area, line, or cone with their attacks. When you make an attack which targets multiple creatures, you may choose not to attack a number of targets within the area, line, or cone equal to the weapon's enhancement bonus. A weapon with this special ability is considered to have the scatter[UC] quality.

Construction Requirements

Craft Magic Arms and Armor; War sphere[USoP] (Totem Of Tactical Coordination[USoP] (totem)) or *deflect*[UP]

Sniper — Price +1 bonus

Aura faint clairsentience or divination; **CL or ML** 7th

Sniper weapons can fire at extreme ranges if special care is taken to aim them. If the wielder aims the weapon as a move action and then fires it on the same turn, the weapon's range increment is increased by 250 feet for every point of the weapon's enhancement bonus. This weapon special ability cannot be used in conjunction with scatter[UC] attacks.

Construction Requirements

Craft Magic Arms and Armor; Divination sphere[USoP] (Viewing[USoP] (divine)) or *remote viewing*[UP]

Subtle — Price +2 bonus

Aura moderate illusion or telepathy; **CL or ML** 6th

When this weapon makes an attack against a creature from Stealth, that creature must succeed at a Perception check to even feel that they have been touched or attacked (DC 15 -1 per point of damage dealt.

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Construction Requirements

Craft Magic Arms and Armor; Illusion sphere[USoP] (Suppression[USoP] (glamer)) or *cloud mind*[UP]

Vibrating — Price +1 bonus

Aura faint enhancement or metacreativity; **CL or ML** 8th

Humming and shaking constantly, a *vibrating* weapon's resonant capabilities enable it to tear through most materials. When making attacks or sunder attempts, a vibrating weapon ignores 2 points of hardness for every point of its enhancement bonus.

Construction Requirements

Craft Magic Arms and Armor; Enhancement sphere[USoP] (Deadly Weapon[USoP] (enhance)) or *matter agitation*[UP]

Wideshot — Price +2 bonus

Aura moderate conjuration or psychoportation; **CL or ML** 9th

This special ability can only be applied to weapons which have the *burst*, *puncturing*, or *selective* burst special abilities or otherwise possess the ability to attack in a line. When attacking in a line with a *wideshot* weapon, the line extends in both directions so that it is considered 15 feet wide. For an obstacle to block the path of a line, it must block the line's full width; otherwise, the line continues (at full width) beyond the obstacle.

Construction Requirements

Craft Magic Arms and Armor; Warp sphere[USoP] (Flex Space[USoP] (space)) or *flexible trajectory*[UP]

Magic Armor Special Qualities

Blastproof — Price +3 bonus

Aura moderate protection or psychokinesis; **CL or ML** 8th

Blastproof armor and shields have been synthesized to combat the influx of advanced weaponry into warfare, impeding firearms or other weapons that would penetrate conditional protections. Blastproof armor and shields ignore the armor penetration of any weapon used against them or their wearer. The full AC bonus of the armor and any enhancement bonus it possesses are applied to the touch AC of the wearer.

Construction Requirements

Craft Magic Arms and Armor; Protection sphere[USoP] (Ray Deflection[USoP] (aegis)) or *force screen*[UP]

Spellroom — Price +2 bonus

Aura moderate enhancement or psychometabolism; **CL or ML** 12th

Spellroom armor is designed for arcane spellcasters who operate in dangerous conditions or in the vacuum of space, enabling them to utilize their magical abilities unimpaired while inside. Armor with this enhancement imposes no spell failure chance for spells with somatic components.

Construction Requirements

Craft Magic Arms and Armor; Enhancement sphere[USoP] (Lighten[USoP] (enhance)) or *float*[UP]

Equipment Modifications

Equipment modifications are like weapon or armor enhancements, save that they can be applied to any item or construct rather than just magical armor or weapons. A character must have the appropriate item creation feat to create the item in order to apply a modification to it. In order to apply an equipment modification to an item, you must possess the item creation feats needed to craft the item in addition to any other requirements specified by the modification.

Armor-Integrated — Price +2,000 gp

Aura moderate psychometabolism or transmutation; **CL or ML** 5th

Certain pieces of equipment grow much more viable when they can be used alongside a free hand. While you are wearing medium or heavy armor, you may install an armor-integrated item or weapon somewhere on your body, allowing you to use it with one fewer hand than normal. You cannot make an attack with an armor-integrated weapon if you have already made an attack with another off-hand weapon, and vice versa.

Construction Requirements — **Cost** +1,000 gp

One of the following:

- Alteration sphere[USoP] (Morphic Weapon[USoP]) or *graft weapon*[UP]
- Craft (mechanical) DC 22; production lab*

Combined — Price +1,000 gp

Aura moderate metacreativity or transmutation; **CL or ML** 4th

Combining the utility of multiple materials has been the trade of engineers ever since a stone was first loaded into a sling, and in the age of technological miracles this time-honored tradition lives on. Any item with this upgrade can be combined with other items. Any items can be combined. While carrying an object that is combined with another object, you are treated as wielding both of them in your hands and may make use of both (for example, if you have a combined adamantine dagger/laser rifle[TG], you may either shoot with the rifle or strike with the dagger when making an attack). The combined item has the combined weight of all of its component items and is wielded as the largest item that composes it (for example, the above-mentioned dagger/rifle weapon would require two hands to use).

Construction Requirements — **Cost** +500 gp

One of the following:

- Creation sphere[USoP] (Magnify/Minimize[USoP] (alter)) or *modify matter*[UP]
- Craft (mechanical) DC 20; production lab*

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Fleshform — Price +1,500 gp

Aura moderate psychometabolism or transmutation; **CL or ML** 8th

This item is sculpted out of pseudo-living tissue and may be affected as such. When this item is created, the creator chooses living or undead. The item is healed and harmed by positive and negative energy effects as if it was a creature of that type.

Construction Requirements — **Cost** +750 gp

One of the following:
- Creation sphere[USoP] (Fleshcrafting[USoP] (material)) or *facilitate alteration**
- Craft (mechanical) DC 27; production lab*

Hypercompact — Price +400 gp

Aura moderate conjuration or psychoportation; **CL or ML** 4th

The item is primarily composed of energy or is stored in some higher dimension. A hypercompact item can be turned on or off as a free action, and while off is treated as sheathed and cannot be used. However, the item's weight and size while sheathed are reduced to a third of what they are normally.

Construction Requirements — **Cost** +200 gp

One of the following:
- Warp sphere[USoP] (Extradimensional Storage[UP] (space)) or *foxhole*[UP]
- Craft (mechanical) DC 24; production lab*

Long-Lasting — Price +2,000 gp

Aura strong metacreativity or transmutation; **CL or ML** 10th

Often manufactured for extended use, *long-lasting* equipment is augmented to operate for great periods without wearing out. If the item consumes charges over time (such as armor that drains 1 charge every hour), it takes twice as long for charges of a *long-lasting* item to be consumed.

Construction Requirements — **Cost** +1,000 gp

One of the following:
- Time sphere[USoP] (Time Bubble[USoP] (time)) or *matter manipulation*[UP]
- Craft (mechanical) DC 27; military lab*

Ward-Fitted — Price +10,000 gp

Aura strong abjuration or psychokinesis; **CL or ML** 12th

Ward-fitted pieces of equipment are capable of withstanding the nullifying forces such as a *null psionics field*[UP] or *antitech field*[TG] that would normally disrupt the item's use. The item this modification is applied to is not affected by such effects or any similar effects that would suppress them. Abilities with the capacity to destroy magical or technological objects, such as mechanical rapture*, *mage's disjunction*, or *unravel psionics*[UP] function normally.

Construction Requirements — **Cost** +5,000 gp

One of the following:
- Enhancement sphere[USoP] (Magic Sink[USoP] (enhance)) or *dispelling buffer*[UP]
- Craft (mechanical) DC 30; graviton lab*

Technological Items

Adaptive Interface — Price 1,000 gp

Slot none; **Weight** —; **Capacity** 10; **Usage** 1 charge

This small stack of crystalline plates is laced with straight lines of gold and copper. On its own, an adaptive interface does nothing, but when combined with a psi-core (from the Psi-Core Upgrade* feat) in the multi-tool configuration as a move action that costs 1 charge, these plates spin to life and form a series of screens that hover around the tool. These screens provide additional information and task specific tools related to a preprogrammed function, giving the user a +5 competence bonus on two skills selected at the time the adaptive interface is created.

Due to the screen's delicate nature, a character cannot move more than his base speed during each round they are deployed without risking a 20% chance of breaking the screens and ruining the interface. An adaptive interface can be deactivated and the pieces safely stowed as a move action.

Construction Requirements — **Cost** 500 gp

Craft Technological Item*, production lab*, **Craft** DC 16

Mass Manifestation Machine

Aura strong psychokinesis; **CL or ML** varies
Slot none; **Weight** varies

To spread the utility of psionic power, mass manifestation machines were created to impart psionic power repeatedly without the need of a psion to constantly expend their own reserves. Mass manifestation machines are always objects of Huge or larger size, with a platform in their center that can hold any amount of material normally capable of fitting into its space without squeezing. Each machine requires at least one power stone inserted into it to use, and each model has a limit on how high-leveled a power the power within the stone can be.

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As a full-round action, a creature may activate the machine and target all creatures inside of it the effects of one power stored in a power stone stored in the augmentation machine regardless of the normal limits on range and number of targets for the power. This process can be performed an unlimited number of times and may be activated from inside the machine, but each use causes the power stone to be consumed. Creatures are allowed a saving throw to negate the effect as normal.

The following models exist for Mass Manifestation Machines:

Mk I: Personal. This machine is 10 feet long by 10 feet wide. It can harness power stones of up to 3rd level.

Price 15,000 gp, **CL or ML** 5th; **Weight** 2,900 lbs.; **Capacity** 20; **Usage** 2 charges

Mk II: Deluxe. This machine is 30 feet long by 30 feet wide. It can harness power stones of up to 6th level.

Price 66,000 gp, **CL or ML** 11th; **Weight** 30,000 lbs.; **Capacity** 100; **Usage** 20 charges

Mk III: Industrial. This machine is 100 feet long by 100 feet wide. It can harness power stones of up to 9th level. These machines can be enlarged further, at a cost of 100 additional gp per 10 feet of square footage added.

Price 153,000 gp, **CL or ML** 17th; **Weight** 90,000 lbs.; **Capacity** 500; **Usage** 100 charges

Construction Requirements **Cost** 7,500 gp (Mk I), 33,000 gp (Mk II), 76,500 gp (Mk III)

Craft Technological Item*, Craft Wondrous Item, Mana sphere[TIH] (Great Amplification[AMH] (advanced)) or *trigger power*[UP], *production lab**; **Craft** DC 21 (MK I), 27 (MK II), 33 (MK III)

Monofilament Saw — Price 5,000 gp

Slot none; **Weight** –; **Capacity** 10; **Usage** 1 charge

This tiny tool has a handle made of a smooth black material and features a hair thin length of wire inside a small C-shaped mouth. Designed to allow spies and other agents of espionage to slice through restraints or prison bars, the device can be activated by squeezing a trigger hidden inside the handle which draws the wire taut. Razor sharp and hard as adamantine, the wire is capable of easily slicing through up to 2 inches of any lesser materials, including leather, wood, or steel while the device is active. The user must be able to fit the 2-inch opening of the saw's mouth around any item to be cut, so the saw generally cannot be used to saw through walls, floors, or ceilings. The tool's small size and awkward shape make it unsuitable as a weapon, but the user gains a +5 circumstance bonus on Sleight of Hand checks to conceal it.

Construction Requirements **Cost** 2,500 gp

Craft Technological Arms and Armor*, military lab*; **Craft** DC 19

Storage Bay — Price varies

A storage bay is a machine capable of storing created AIs, although these AIs cannot operate when stored. Storage bays vary in size from small handheld devices (levels 1 and 2) to large cores capable of storing copious amounts of data.

Storage Bays come in three levels, each with different abilities.

Level 1: Level 1 storage bays are small devices used for small transfers of data. A level 1 storage bay is the size of a playing card and can store a single Artificial Intelligence at any given time. As a standard action, a person may insert a small storage bay into a robot or other storage device and transfer an AI stored in either machine to the other. A robot is allowed a DC 20 Will save to reject the AI being inserted into it. A level 1 storage bay has hardness 8 and 20 hit points.

Price 10,000 gp; **Weight** 1 lb.; **Capacity** 10; **Usage** 1 charge

Level 2: Level 2 storage bays are still portable devices but can carry more data than their counterparts. A level 2 storage bay functions as a level 1 storage bay but may carry up to ten AIs rather than just one. As a full-round action, its wielder may insert the device into another storage bay or robot and transfer as much information as can be stored on the device.

Price 30,000 gp; **Weight** 4 lbs.; **Capacity** 20; **Usage** 1 charge

Level 3: Level 3 storage bays are large machines standing about six feet tall. A single level 3 can store up to one hundred artificial intelligences, and they are often placed together in vast arrays to accommodate immense stores of data. Data can be transferred wirelessly between a level 3 storage bay and any other device or robot within 60 feet as a swift action or between two level 3 storage bays as a free action. A robot is allowed a DC 25 Will save to reject an AI being inserted into it. A level 3 storage bay has hardness 15 and 100 hit points.

Price 80,000 gp; **Weight** 6,000 lbs.; **Capacity** 400; **Usage** 10 charges

Construction Requirements **Cost** 5,000 gp (Level 1), 15,000 gp (Level 2), 40,000 gp (Level 3)

Craft Technological Item*, production lab*; **Craft** DC 20 (MK I), 24 (Mk II), 28 (Mk III)

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Weapon Emulation Program — Price varies

Aura moderate metacreativity; **CL or ML** 3rd
Slot see text; **Weight** 1 lb.

This small drive can be installed in a creature's astral suit, enabling it to create a weapon out of ectoplasm to use with the weapon emulation customization*. The weapon can be manifested (which counts as being drawn) as a swift action. The weapon has hardness and hp as a normal weapon of its kind and can be reformed as a standard action if destroyed.

This weapon is automatically destroyed by a successful dismiss ectoplasm power. In order to craft a weapon emulation program, a crafter must only possess the requisite caster or manifester level needed to craft the weapon, not any other prerequisites normally needed to craft the weapon. They must pay for the cost of creating the weapon as normal. A weapon emulation program generates its own ammunition and charges.

A weapon emulation program costs the same amount of gp as the weapon it is emulating.

Construction Requirements **Cost** see text

Craft Crystalline Focus[UP], Craft Technological Arms and Armor*, military lab*; **Craft** DC 25

Cybertech[TG]

Codelord's Shackles — Price 50,000 gp

Slot brain; **Weight** 1 lb.
Install DC 35; **Implantation** 1

Slot brain; **Weight** 1 lb.
Install DC 35; **Implantation** 1

Certain powerful and autonomous technologists and AIs do not content themselves with moving about inside an inferior artificial shell. Rather, they wish to wield absolute and total control over sapient creatures, using their forms as puppets or hosts for their schemes.

This piece of cybertech is often forcibly implanted into a creature, as few would accept their own destruction willingly. A creature with this technology installed gains the shell[AUC] template, losing it should the piece of technology be removed.

Construction Requirements **Cost** 25,000 gp

Craft Cybernetics*, cybernetics lab*; **Craft** DC 35

Psychic Energizer — Price 36,400 gp

Slot brain; **Weight** 1 lb.
Install DC 32; **Implantation** 1

A psychic energizer chip is installed into the user's brain. Successful implantation leaves no trace of the operation. Once in place, a psychic energizer chip patches directly into the patient's emotional centers.

The user of a psychic energizer chip is protected from psychic enervation[UP], forbidden lore[USoP], and similar effects which have a percentage chance of causing backlash, reducing their chance to experience psychic enervation or backlash by 5%, to a minimum of 1%. The chip is delicate though; if the user suffers from psychic enervation or backlash (their own or that of another), the chip ceases to function for 24 hours.

Construction Requirements **Cost** 18,200 gp

Craft Cybernetics*, cybernetics lab*; **Craft** DC 32

Realignment Chip — Price 36,400 gp

Slot brain; **Weight** 1 lb.
Install DC 32; **Implantation** 1

A realignment chip is installed into the user's brain. Successful implantation leaves no trace of the operation. Once in place, a realignment chip patches directly into the patient's reasoning and emotional centers.

The user of a realignment chip can activate it as a swift action to instantly regain their psionic focus, though each consecutive use without 8 hours rest causes the user to become fatigued. If the user is already fatigued, they become exhausted, and an exhausted user cannot activate the chip. This effect bypasses any immunity to fatigue or exhaustion possessed by the user.

Construction Requirements **Cost** 18,200 gp

Craft Cybernetics*, cybernetics lab*; **Craft** DC 32

Stimulants

Stimulants are a unique category of equipment capable of enhancing an individual's magical or psionic abilities dramatically, altering the user's mind to remove limitations on their abilities for a brief period. However, this power does not come freely, and most stimulants are quite addictive. Each stimulant has an addiction DC which the imbibing character must attempt a Fortitude save against when they consume the stimulant. Failure indicates that they suffer from the stimulant's listed addiction.

Stimulants are considered a disease effect and do not affect creatures that are immune to disease (similarly, they can be removed by effects that remove disease).

Stimulants may be inhaled, injected, or ingested. The act of properly consuming a stimulant takes 10 minutes, in which case the Stimulant lasts for its listed duration.

It is possible for one to consume a stimulant more rapidly at great risk. A character may consume a stimulant as a standard action, although this increases the addiction DC by 5 and reduces the stimulant's duration to 1 minute.

A character under the effects of a stimulant is obviously affected, displaying altered eye color, glowing patches of skin, or some other obvious indicator of their altered state. These can be hidden as per the Witchmarked drawback.

Spellcraft or Craft (alchemy) can be used to identify a specific stimulant, with the DC being equal to 10 + the addiction DC of the stimulant. Stimulants are magical or psionic effects depending on the creator.

The prices below reflect a single dosage of a stimulant.

William Kwan (Order #51350870)

Angel's Whispers **Price** 680 gp (1), 1,900 gp (2), 3,750 gp (3), 6,100 gp (4)

Aura faint (1), moderate (2), strong (3), or overwhelming (4) Mana or telepathy; **CL or ML** 6th (1), 10th (2), 14th (3), 18th (4)
Slot none; **Addiction** minor; **DC** 18 (1), 21 (2), 24 (3), 27 (4); **Duration** 1 hour

Angel's whispers has no connection to angels or any other outsider, but the expanded power it grants often feels like a flash of divine inspiration.

When a creature consumes angel's whispers, they gain the ability to use anywhere between one and four spells, powers, or magic talents as if they knew them (as part of a single class or casting tradition[USoP] of their choice) so long as they are affected by the stimulant. These abilities are chosen when the angel's whispers is created and the stimulant cannot grant a creature any spells, powers, or magic talents that they do not meet the prerequisites for (granted talents can serve as the prerequisites for other granted talents, however).

At GM discretion, special materials may be used when crafting angel's whispers to grant spells, powers, or talents that the creator does not possess without increasing the crafting DC.

Construction Requirements **Cost** 340 gp (1), 950 gp (2), 1,875 gp (3), 3,050 gp (4)

Craft Stimulant*; Mana sphere[TIH] (Gift Of Knowledge[TIH] (manipulation)) or *metaconcert*[UP]

Bleeding Grin **Price** 1,650 gp

Aura strong Life or psychometabolism; **CL or ML** 9th
Slot none; **Addiction** severe; **DC** 22; **Duration** 1 hour

A terrifying concoction to encounter, bleeding grin enables the imbiber to endure any punishment and keep fighting.

A creature under the effects of bleeding grin becomes immune to nonlethal damage and remains conscious and fully capable of acting even below 0 hit points. A creature under the effects of bleeding grin is immune to death from hit point damage (but not from other sources).

Construction Requirements **Cost** 825 gp

Craft Stimulant*; Life sphere[USoP] (Greater Invigorate[USoP]) or *defer fatality*[UP]

Clarity **Price** 3,600 gp

Aura moderate Divination or clairsentience; **CL or ML** 8th
Slot none; **Addiction** moderate; **DC** 20; **Duration** 1 hour

Clarity is a popular stimulant due to its versatility, its synapse-rewiring abilities greatly increasing the capabilities of the consumer.

While affected by clarity, the creature increases any insight or morale bonuses they are benefiting from by 1. As a swift or immediate action, the affected creature may end the bonuses of clarity to instead double all insight and morale bonuses they possess for one round.

Construction Requirements **Cost** 1,800 gp

Craft Stimulant*; Divination sphere[USoP] (Divine Future[USoP] (divine)) or *precognition*[UP]

William Kwan (Order #51350870)

Crosslink Price 3,600 gp

Aura moderate Mind or telepathy; **CL or ML** 10th
Slot none; **Addiction** minor; **DC** 21; **Duration** 1 hour

Crosslink enables a creature to effectively commune with alien minds, even inorganic ones.

A creature under the effect of crosslink ignores any immunities to mind-affecting effects that targets of their spells or powers possess.

Construction Requirements **Cost** 1,800 gp

Craft Stimulant*; Mind sphere[USoP] (Expanded Charm[USoP]) or *shatter mind blank*[UP]

Gleam of Eternity (Minor Artifact) Price –

Aura overwhelming Divination or clairsentience; **CL or ML** 20th
Slot none; **Addiction** severe; **DC** 31; **Duration** 1 hour

The rarest and most prized stimulant in Aurin, Gleam of Eternity offers visions which can guide an entire civilization for thousands or even millions of years.

While under the effects of Gleam of Eternity, a creature can use abilities such as *augured answer*[UP] or the Augury[USoP] or Read Omens[USoP] talents of the Divination sphere[USoP] to pertain to events any amount of time in the future rather than just 1 week ahead of the present. The answer given from such effects is always correct regardless of the user's caster level.

Destruction

Consuming or simply diluting a dosage of Gleam of Eternity is all that is required to destroy it.

Headsplitter Price 1,650 gp

Aura strong Mind or telepathy; **CL or ML** 9th
Slot none; **Addiction** moderate; **DC** 20; **Duration** 1 hour

Despite its name, headsplitter is among the least harmful stimulants, earning its name from its capacity to divide one's focus.

A creature under the effects of headsplitter gains an additional standard action each round which can only be used to concentrate on spell or power effects.

Construction Requirements **Cost** 825 gp

Craft Stimulant*; Mind sphere[USoP] (Parallel Cognition[SACoT] (cognition)) or *schism*[UP]

Life's Kiss Price 3,750 gp

Aura strong Life or psychometabolism; **CL or ML** 10th
Slot none; **Addiction** severe; **DC** 21; **Duration** 24 hours

Life's Kiss is an unusual stimulant due to its primary audience, those being unliving creatures aiming to replicate mortal experiences.

Life's Kiss can be consumed and utilized by creatures that are typically immune to disease. An intelligent construct or undead which consumes Life's Kiss loses their immunities to disease and mind-affecting effects for the stimulant's duration. These immunities return at the end of this duration, although addiction to Life's Kiss and other stimulants taken while under its effects ignores any immunities creatures may possess.

Construction Requirements **Cost** 1,875 gp

Craft Stimulant*; Life sphere[USoP] (Esoteric Healing[USoP]) or *affinity field*[UP]

Metamineral Price 1,200 gp (+1), 2,700 gp (+2), 4,800 gp (+3), 7,500 (+4), 12,300 (+5)

Aura moderate (+1 and +2), strong (+3 and +4), or overwhelming (+5) Mana or psychokinesis; **CL or ML** 4th (+1), 8th (+2), 12th (+3), 16th (+4), 20th (+5)
Slot none; **Addiction** moderate; **DC** 17 (+1), 20 (+2), 23 (+3), 26 (+4), 29 (+5); **Duration** 1 hour

The most common stimulant, metamineral is a compound that dramatically enhances the magical or psionic abilities of the consumer. Each dosage of metamineral is tied to a specific metamagic or metapsionic feat which determines the metamineral's cost and crafting requirements based on the spell level adjustment of the metamagic or metapsionic feat (metapsionic feats are considered to have a level adjustment of 1 + 1 for every two power points they cost). While under the effects of metamineral, all of a creature's eligible spells or powers are considered to be augmented with the metamineral's metamagic or metapsionic feat if the creature so chooses without increasing the spell level, spell point cost, power point cost, or casting time.

Construction Requirements **Cost** 600 gp (+1), 1,350 gp (+2), 2,400 gp (+3), 3,750 (+4), 6,150 (+5)

Craft Stimulant*, metamagic or metapsionic feat to be replicated; Mana sphere[TIH] (Retained Imbuement[TIH]) or *metaconcert*[UP]

Powdered Psicrystal Price 5,400 gp

Aura modrate Mind or telepathy; **CL or ML** 7th
Slot none; **Addiction** moderate; **DC** 19; **Duration** 24 hours

Despite this stimulant's name, the substance is rarely made from psicrystals, rather earning the title for its supportive abilities.

A creature under the effects of powdered psicrystal gains one additional instance of martial, mental, or psionic focus which they may expend and regain as normal.

Construction Requirements **Cost** 2,700 gp

Craft Stimulant*; Mind sphere[USoP] (Project Thoughts[USoP] (charm)) or *solicit psicrystal*[UP]

Ruinbringer Price 6,400 gp

Aura strong Destruction or psychokinesis; **CL or ML** 14th
Slot none; **Addiction** severe; **DC** 25; **Duration** 1 hour

Capable of tearing through most any foe, a mage under the influence of ruinbringer sees their destructive abilities become nigh-unstoppable.

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A creature affected by ruinbringer reduces any damage reduction, energy resistance, hardness, power resistance, and spell resistance of the targets of their spells or powers as if it were a number of points lower equal to their caster or manifester level (treating power, spell, or energy immunities as if they were just PR, SR, or energy resistance 40).

Construction Requirements **Cost** 3,200 gp

Craft Stimulant*; Destruction sphere[USoP] (Penetrating Blast[USoP]) or *dispelling buffer*[UP]

Splitroad **Price** 1,050 gp (2), 2,500 gp (3), 4,500 gp (5)

Aura strong Divination or clairsentience; **CL or ML** 7th (2), 11th (3), 15th (5)
Slot none; **Addiction** moderate; **DC** 19 (2), 22 (3), 25 (5); **Duration** 24 hours

Although rare and highly addictive, splitroad is a potent enough enhancement that most are willing to pay for it.

While under the effects of splitroad, a character becomes aware of the numerous different paths that are possible for their actions, allowing them to roll twice on a number of d20 rolls they make during the splitroad's duration, taking the highest result. The price of this stimulant and amount of times a character may roll twice on a d20 depends on the grade of this stimulant.

Construction Requirements **Cost** 525 gp (2), 1,250 gp (3), 2,250 gp (5)

Craft Stimulant*; Divination sphere[USoP] (Divine Future[USoP] (divine)) or *second chance*[UP]

Supercharger **Price** 2,700 gp (+1), 9,900 gp (+2), 19,200 gp (+3)

Aura strong Mana or psychokinesis; **CL or ML** 6th (+1), 11th (+2), 16th (+3)
Slot none; **Addiction** moderate; **DC** 18 (+1), 22 (+2), 26 (+3); **Duration** 24 hours

A volatile and immensely dangerous stimulant, supercharger has been known to win battles as well as to kill its users. While under the effects of supercharger, a creature gains the listed bonus as an alchemical bonus on their caster and manifester levels. However, every time they cast a spell, manifest a power, or use a sphere ability, they have a 20% chance of taking 2 points of ability burn to all ability scores. This chance increases by 10% for every spell or power the user has used since the last time they took ability burn from this stimulant.

Construction Requirements **Cost** 1,350 gp (+1), 4,950 gp (+2), 9,600 gp (+3)

Craft Stimulant*; Mana sphere[TIH] (Sudden Empowerment/Weakening[TIH]) or *reddopsi*[UP]

Unity **Price** 4,200 gp

Aura strong Mind or telepathy; **CL or ML** 10th
Slot none; **Addiction** minor; **DC** 21; **Duration** 24 hours

Utilized heavily by vitalists, highlords, and tacticians, unity allows the consumer to link their minds with additional creatures.

While under unity's effects, any creature with a collective doubles the maximum size of their collective. When using an ability that adds a creature to their collective (including the Unwilling Participant feat), the creature may instead add a number of eligible targets to a maximum of their casting, manifesting, or initiating ability score modifier (minimum 2).

Construction Requirements **Cost** 2,100 gp

Craft Stimulant*; Mind sphere[USoP] (Project Thoughts[USoP] (charm)) or *missive*[UP]

Fleshwarps[HA]

Some psionicists have taken the manipulation of flesh to a level unprecedented, creating numerous unique warps that enhance the abilities of creatures beyond normal levels or warp them into unique forms that the creators feel are better suited to their whims. In addition to the fleshwarps listed in *Pathfinder Roleplaying Game Horror Adventures*, the following fleshwarped creatures can be created using the Fleshwarper[HA] feat.

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Table 7-2: Fleshwarp Requirements

Creation	Creatures required	Cost
Phrenic scourge[PB]	1 psionic creature with at least 7 class levels	12,000 gp
Phrenic adept[PB]	1 creature able to manifest 4th-level powers of the same discipline as the Adept	16,000 gp
Phrenic dreadnought[PB]	1 half-giant[UP] or Large creature with at least 9 class levels	18,000 gp
Phrenic infiltrator[PB]	1 doppelganger	4,000 gp
Phrenic matriarch[PB]	10 psionic creatures, one of whom must be able to manifest at least 5th-level powers	36,000 gp
Ural[PB]	2 psionic creatures, one of whom must be able to manifest 3rd-level powers	10,000
Skum	1 gillman[ARG]	1,600 gp
Proto-shoggoth[AP112]	12 creatures	44,000 gp
Gibbering mouther	6 creatures	24,000 gp
Shipmind[AP88]	4 creatures, all of which must have an intelligence above 18	48,000 gp
Neh-thalggu[B2]	6 creatures, one of which must be able to cast 4th-level spells or manifest 4th-level powers	28,000 gp
Veiled master[AUC]	1 aboleth with the ability to cast 6th-level spells or manifest 6th-level powers	56,000 gp
Omnipath[AUC]	1 aboleth with the ability to cast 8th-level psychic spells or manifest 8th-level powers	80,000 gp
Charnel colossus[AUC]	20 humanoids, each with at least 6 class levels	96,000 gp
Fleshwarped creature[HA]	1 creature to which the template is applied	800 gp per Hit Die of the creature
Mutant creature[B5]	1 creature to which the template is applied	1,200 gp per Hit Die of the creature
Amalgam creature[AB]	2 creatures that you wish to be combined using this template	2,800 gp per point of CR of the new creature (minimum 700 gp)

Fused Body

Price 90,000
Slot Body (see text)
Elixir Price 1,600 gp for 2 (see text)
Temporary Duration 10 minutes
Saving Throw DC 24
You combine the bodies of two creatures into a single creature, in a manner similar to the *fusion*[UP] power. Both creatures are required to be helpless or willing for this procedure to function, and they must be adjacent to each other when consuming the elixir. While fused, both creatures treat their body slot as occupied.
Penalty The composite creature's mind struggles to operate, causing it to take a -4 penalty to its Intelligence score.
Cost 45,000 gp
Creation Requirements *Fleshwarper*[HA], Craft (Alchemy) 16 ranks, Heal DC 28
Elixir Cost 800 gp for 2

Sealed Mind

Price 120,000 gp
Slot head
Elixir Price 3,600 gp
Temporary Duration 8 hours
Saving Throw DC 14
This fleshwarp inures the target's mind against any assault that would act upon it. While under the effects of this fleshwarp, the target becomes immune to all mind-affecting effects.
Penalty Although the wielder becomes resilient, there is a bypass placed inside the mind of the target when they gain this fleshwarp. A particular image, tone, or phrase exists that causes the creature to operate as if affected by *mind control*[UP] until another trigger frees them from the effect. Only the creator of the fleshwarp or elixir knows of these specific triggers but can share them with others.
Cost 60,000 gp
Creation Requirements *Fleshwarper*[HA], Craft (Alchemy) 13 ranks, Heal DC 25
Elixir Cost 1,800 gp

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Psionic Awakening

Price 1,600 gp
Slot Head
Elixir Price 400 gp
Temporary Duration 1 day
Saving Throw DC 12
This graft is a portion of a psionic creature's brain, which bestows some psionic understanding when fused with the brain of another creature. A creature affected by this fleshwarp gains Wild Talent[UP] and Unlocked Talent[UP] as bonus feats. The powers granted by these feats are chosen when this fleshgraft is created.
Penalty This power is overwhelming for the wielder, and can be difficult to abate. The creature takes a -2 penalty on saving throws against psionic effects.
Cost 800 gp
Creation Requirements *Fleshwarper*[HA], Knowledge (Psionics) 3 ranks, Heal DC 16
Elixir Cost 200 gp

Artifacts

Deposition of Godhead (Minor Artifact)

Aura overwhelming all schools; **CL** 20th
Slot none; **Weight** 8 lbs.

In certain circumstances, the agreement between Logi which results in a pantheon of gods can break down, driving the parties involved in establishing divine authority to conflict against the deities they have enshrined (or refused to enshrine). The Imperatives are the most familiar with such conflicts and have established methods for helping the denizens of a world unseat any rogue deities.

Scribed by a collection of Exemplars as a record of their actions on a specific battle-torn world, a *Deposition of Godhead* provides a detailed account of the actions of various divinities and their intentions regarding the material world they claim. The texts are magically self-updating, publishing retractions and updates continually based on the state of the conflict. In addition to exposing the plots of these self-appointed deities, the vast texts of the *Deposition* offer a variety of strategies both mundane and magical for countering the influence of such deities. Even on a single material world, several copies of the *Deposition of Godhead* are often created, with mortal allies of the Imperatives scattering them across many different nations and cultures in the hopes of disseminating their intentions and aiding the populace in their resistance. Each copy of the tome is made of woven quintessence, and the rainbow filigree design across the covers shimmers in a variety of colors when held.

Some deities, especially those who openly defy the Imperatives or seek to establish themselves as the sole arbiter of cosmic virtue, view the *Deposition of Godhead*'s contents as immensely dangerous. If a follower of such a deity attempts to observe the aura of a *Deposition of Godhead*, the artifact detects as an overwhelming aura diametrically opposed to the alignment of their deity (chaotic evil if the deity is lawful good, neutral good if the deity is neutral evil). If a deity is true neutral, a *Deposition of Godhead* is detected as having a chaotic evil aura. A follower of such a deity who reads the *Deposition of Godhead* loses access to any abilities granted by their deity as if they had violated their code of conduct and failed to perform any obediences. The follower cannot regain these abilities until they remain more than 10 feet away from the book for 24 hours and receive an *atonement* spell from a follower of a deity who also opposes the Imperatives.

All copies of the *Deposition of Godhead* can be read in Abyssal, Celestial, Infernal, or Protean, but each copy is also written in another mortal language based on its intended mortal consumer (copies of the deposition have been found in Common, Elven, Dwarven, and numerous other languages, not including attempts by mortals to copy and translate the book themselves).

A reader who spends 10 days (not necessarily consecutively) reading the book receives several benefits. The book contains copies of all the spells listed below. The user gains a +4 bonus to all Knowledge (history) and Knowledge (planes) checks if they use the book as a resource (consulting it for at least an hour regarding a question).

Anyone who has read and carries the *Deposition of Godhead* gains a +2 bonus to saving throws and spell resistance against the abilities of outsiders with the Tribune template and followers of deities who oppose the Imperatives, as well as checks attempted to bypass the spell resistance of such creatures. The reader gains a +2 insight bonus to Diplomacy checks and Charisma checks attempted against outsiders with Exemplar template[AUC]. Lastly, the cost of bribes or offerings for any (calling) spell the wielder casts to summon an outsider with the Exemplar templateAUC is reduced by 20%. This cost reduction does not stack with similar effects.

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Three times per day, the book can be used to cast one of the following spells: *aura sight*, *break enchantment*, *contact other plane*, *freedom*, *greater dispel magic*, *greater planar ally*, *judgment undone*[PLA], *know the enemy*UM, *magic circle against chaos/evil/good/law*, and *source severance*[F&P]. The character may also learn these spells from the book as if it were a spellbook. Certain copies of the book may also include instances of the *contact entity*[HA] spell tied to specific creatures involved in the Imperatives' actions on the world or true names of specific outsiders.

DESTRUCTION

A Deposition of Godhead is destroyed if it is dealt a total of 150 points of damage within one minute. The damage must come from four different sources and must be of at least four different energy types. One of the sources of damage must be a mythic creature.

Torc of the Legendary Ravager (Major Artifact)

Aura overwhelming necromancy or psychokinesis; **CL** 20th
Slot neck; **Weight** 3 lbs.

This incredibly potent dark artifact was created by a ravager who wished to use his abilities to bring entire nations under his control. The powers wielded by he who carries this artifact challenge those of even the gods, giving an already-unstable form of magic unbelievable power. While carried by an individual with the ravaging initiate corruption, the *Torc* bestows one of several new abilities upon the individual who carries it. When *ravaging*[AUC], a spellcaster can enhance their spells or powers in the following way. Four separate *Torcs* exist, each with a unique effect:

Diorite Torc: The caster may increase the ravage radius by any distance, ignoring 100 gp in material components for every 10 feet the radius is extended.

Obsidian Torc: The caster may increase the ravage radius by any distance, increasing his caster level by 1 for every 20 feet it is extended.

Opal Torc: The caster may increase the ravage radius by any distance, gaining the ability to apply one level's worth of free metamagic for every 50 feet it is extended.

Peridotite Torc: The caster may increase the ravage radius by any distance, increasing the save DC of the spell by 1 for every 30 feet it is extended.

DESTRUCTION

Destroying a *Torc of the Legendary Ravager* requires it to be used as the focus for an incredibly powerful spell which would defile out to a radius of at least a mile. The *Torc* itself may be used as a component that fulfills the defiling requirement, after which it shatters.

Technological Artifacts

In the case of technological items, artifact status refers to an item that is beyond the means of anyone in a typical game setting to create or replicate, as well as beyond conventional measures of value. Unlike magical artifacts, technological artifacts can be destroyed just as other items could and indeed may be quite fragile.

The Arcforge

Slot none; **Weight** 20,200 lbs.
Capacity 500; **Usage** see text

Devised collectively by the greatest mages, technologists, and scholars from across the world, the creation of the *Arcforge* provided the means to create the first mechs and push the manufacture of war machines to new levels.

The *Arcforge* is a massive device equipped with a variety of production, refinement, and medical facilities, capable of serving as a cybernetics lab*, graviton lab*, medical lab*, military lab*, nanotech lab*, production lab*, and robotics lab*. The *Arcforge* is allegedly powered by an advanced perpetual energy engine; true or not, the *Arcforge* does recharge up to 50 charges a week.

In addition to its unrivaled potential as a technological production facility, the Arcforge can be used to optimize a mech* or robot[B5], bringing out its full potential. This process costs 450 charges and takes one day's time, during which the *Arcforge* cannot be used for any other purpose. At the end of this period, the optimized mech or robot gains the following benefits:

- Its hit points are maximized, as though the mech or robot had rolled the maximum value for all of its Hit Dice.
- The mech or robot's Hardness is increased by 5.
- The mech or robot gains one additional Mech Enhancement* (if it is a mech) or two additional upgrade points[AUC] (if it is a robot).
- The mech or robot gains a +5 inherent bonus on both its Strength and Dexterity scores. In the case of a mech, these inherent bonuses are applied to any creature piloting the mech.

A particular mech or robot can only be upgraded by the Arcforge once in this manner; any further uses consume charges as normal but have no other effects. If the *Arcforge* is used to create a new mech or robot, the mech or robot automatically receives the listed benefits as though it had gone through the optimization process.

Cerebral Scanner

Slot head; **Weight** 20 lbs.
Capacity 20; **Usage** 1 charge

A *Cerebral Scanner* is able to open and amplify a creature's natural telepathic abilities and focus them to locate the mind of any non-mindless creature the user can visualize.

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A creature with at least 5 power points or 2 spell points can don the *Cerebral Scanner* and activate it, attempting a DC 20 Intelligence check to mentally locate their target. Success at this check allows them to instantly locate their target anywhere on the same planet, learning their target's exact location, general surroundings, and even revealing the target's surface thoughts as though they had been affected by a *read thoughts*[UP] power with no saving throw.

Users who have never seen their target and are operating off a description take a -5 penalty on the check to locate their target.

Commonplace Technological Artifacts

In settings where technology is more common or better understood, certain Technological Artifacts may instead be listed as normal items which can be crafted and purchased at the following prices. The DC to craft these items is listed alongside the feats and labs required to craft them.

As crafting often takes an extended period of time, it may make sense for characters to be able to pay for Labs and Generators using Build Points (using the Kingdom Building rules) in place of gp. The prices for these items (as well as Power Relays) is listed in BP as well as gp.

Power Armor and Augmented Skeletons

In technologically advanced settings, it is common for militaries to provide their soldiers with comprehensive and multipurpose armor, which can not only protect them but aid them in battle as well. These suits of Power Armor function in a manner similar to an astral suit[UP].

An aegis or character who possesses the Craft Technological Arms and Armor* feat and access to a military lab* can craft a suit of power armor, which mimics

Table 7-3: Commonplace Technological Artifacts

Technological Item	Sale Price (gp)	Crafting Price (gp)	Crafting DC	Required Feats	Required Lab
Autodoc[TG]	170,000	85,000	34	Craft Pharmaceutical*	Medical lab*
Compact AI core[AP88]	50,000	25,000	30	Craft Technological Item*	Robotics lab*
Extinction wave device[TG]	190,000	95,000	36	Craft Technological Arms and Armor*	Military lab*
Gravity cannon[AP89]	220,000	110,000	38	Craft Technological Arms and Armor*	Graviton lab*
Memory facet[AP88] (any)	30,000	15,000	32	Craft Robot*	Robotics lab*
Power relay[AP85]	40,000 (10 BP)	20,000	25	Craft Technological Item*	Production lab*
Psychic imprinter[TG]	240,000	120,000	37	Craft Cybernetics*	Cybernetics lab*
Rebirthing chamber[TG]	300,000	150,000	38	Craft Technological Item*	Nanotech lab*
Labs					
Cybernetics lab*	100,000 (25 BP)	50,000	28	Craft Technological Item*	none
Graviton lab*	160,000 (40 BP)	80,000	44	Craft Technological Item*	none
Medical lab*	60,000 (15 BP)	30,000	32	Craft Technological Item*	none
Military lab*	80,000 (20 BP)	40,000	30	Craft Technological Item*	none
Nanotech lab*	140,000 (35 BP)	70,000	40	Craft Technological Item*	none
Production lab*	40,000 (10 BP)	20,000	26	Craft Technological Item*	none
Robotics lab*	120,000 (30 BP)	60,000	36	Craft Technological Item*	none
Generators					
Fission Reactor[TG]	120,000 (30 BP)	60,000	36	Craft Technological Item*	Production lab
Fusion Reactor[TG]	80,000 (20 BP)	40,000	32	Craft Technological Item*	Production lab
Geothermal Generator[TG]	36,000 (9 BP)	18,000	28	Craft Technological Item*	Production lab
Graviton Reactor[TG]	144,000 (36 BP)	72,000	42	Craft Technological Item*	Graviton lab
Smoke Furnace[AP87] (Elemental Generator)	12,000 (3 BP)	6,000	25	Craft Technological Item* and Craft Wondrous Item	none
Solar Generator[TG]	8,000 (2 BP)	4,000	22	Craft Technological Item*	Production lab

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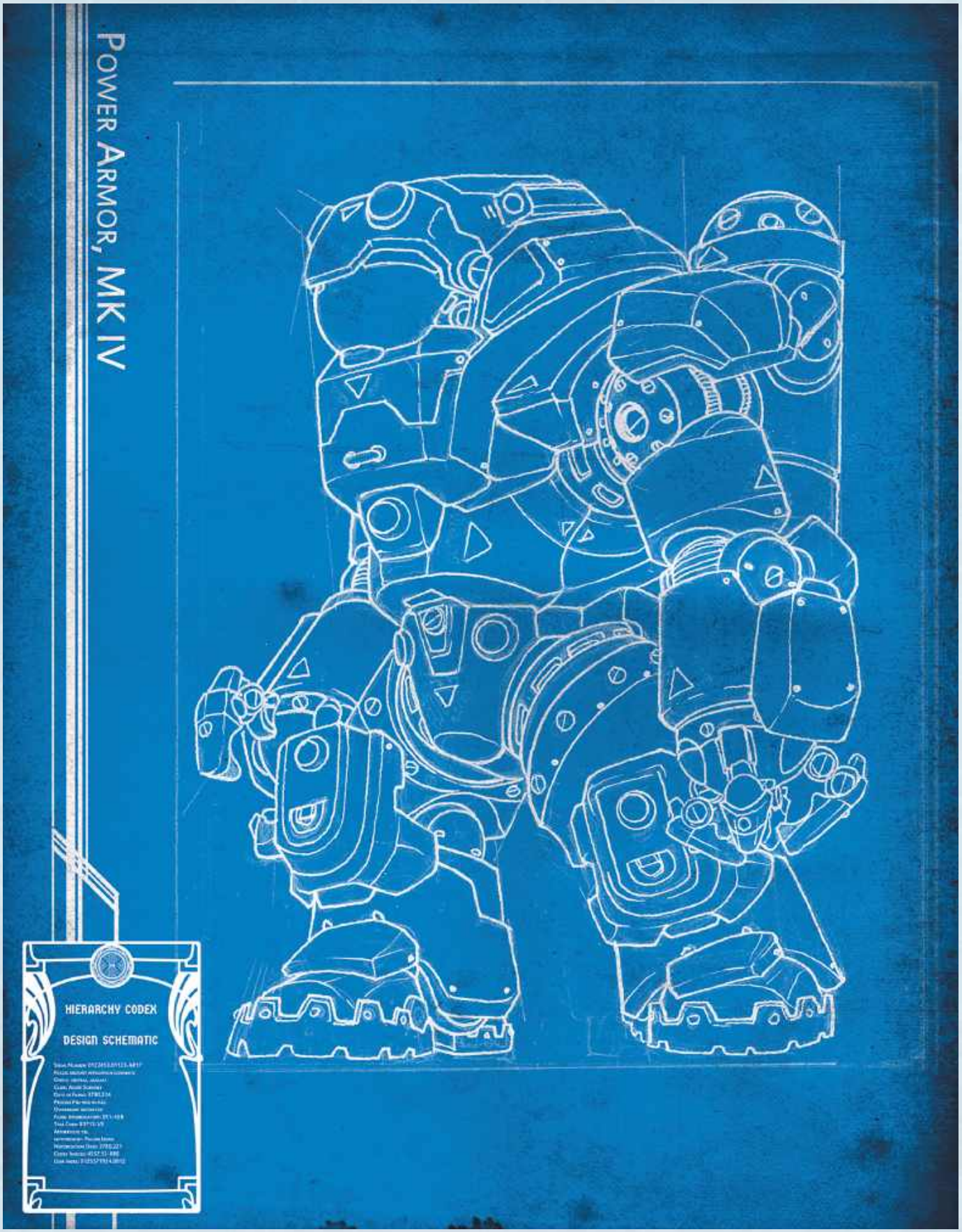

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an astral armor or astral juggernaut of an aegis of any level (including customizations and bonus customizations). This suit is then worn as normal armor. Crafting a suit requires a Craft (mechanical) check with a DC equal to 20 + the suit's effective aegis level, and costs 900 gold pieces x (the suit's effective aegis level) x (the number of customization points the suit possesses). A character cannot craft a suit in this manner whose effective aegis level exceeds his total effective aegis level -4. Levels in non-aegis classes and prestige classes which advance the aegis' astral suit advance this effective aegis level.

A crafted astral suit cannot be reconfigured or altered by aegis class features but can be enchanted. Use the wearer's Intelligence modifier to determine any abilities of the astral suit based upon the aegis' Intelligence.

Similarly, augmented skeletons can be crafted and worn as cybertechTG in the body slot with an implantation value of 4. Augmented skeletons function as an aberrantUP aegis' transformed body and are created using the same rules as creating a suit of power armor, save that they require Craft Cybernetics instead of Craft Technological Arms and Armor. Installing an augmented skeleton requires a successful Heal check with a DC equal to 15 + the skeleton's effective aberrant level.

Crafting High-Tech Items

The process of building technological items has much in common with magic item creation, though it uses different feats, skills, and facilities. As with magic items, the creator invests time and money in the creation process and at the end attempts a single skill check to complete construction. Since technological items do not have caster levels, the DC of this check is defined in the description of each technological item. Failing this check means that the item does not function and the materials are wasted. Failing this check by 5 or more may result in a catastrophic failure, such as electrocution or an explosion, at the GM's discretion.

Unlike magic items, which often require spells as prerequisites for construction, high-tech items require a specialized laboratory with the necessary tools for fabrication. Using a crafting lab to build a high-tech item consumes an amount of power each day. Days when the crafting lab is without power effectively delay continued construction of a high-tech item, but time already spent building the item is not lost. In addition, crafting an item requires an expenditure of time (from a character with the appropriate crafting feat) and an expenditure of money used to secure the technological components and expendable resources needed for the work.

Creating a technological item requires 8 hours of work per 1,000 gp in the item's base price (or fraction thereof). The creator must spend the gold at the beginning of the construction process. The process can be accelerated to 4 hours of work per 1,000 gp by increasing the DC to create the item by 5. When determining the required time, ignore any fixed costs such as the weapon portion of implanted weaponry.

The creator can work for a maximum of 8 hours per day, even if she does not require sleep or rest. These days need not be consecutive. Ideally, the creator can work for at least 4 hours at a time uninterrupted, but if this is not possible (such as while adventuring), the creator can devote 4 hours of work broken up over the day, accomplishing a net of 2 hours of progress. Work under distracting or dangerous conditions nets only half the progress as well. If the creator cannot dedicate at least 4 hours of work during a day (even if broken up or under distracting conditions), any work performed that day is wasted.

A character can work on multiple technological items at a time, or even in the same day as long as at least 2 hours of net labor can be spent on each item. This does not let a creator exceed the limits on work accomplished in a single day, but does require separate power expenditures for each item (working on multiple projects at a time is not particularly energy efficient).

Technological items can be repaired using the appropriate crafting feats in the same way magical items can be repaired, but such methods cannot repair the more fundamental ravages of time that afflict timeworn technological items.

Crafting Laboratories

Although there is a wide range of technological items, the types of laboratories needed to craft objects are relatively limited. Crafting laboratories are, unfortunately, incredibly rare. A crafting laboratory is similar to a technological artifact, in that it cannot be assembled or built with currently available resources. In order to craft a technological item, one must secure a laboratory for use. (This allows GMs to limit the role high-tech crafting plays in any one game—make sure to inform your players of the limited availability of crafting laboratories at the start of your game so they know whether selecting high-tech crafting feats is a useful option for their PCs!)

The seven types of laboratories are listed below. Each lab also lists the number of charges required for a day's work on a single project—these numbers are generally rather high, and laboratories that do not draw power from a generator can consume staggering amounts of battery power. A laboratory that uses power from a generator applies the listed charges to that generator's dedicated yield for as long as work on the item continues.

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Cybernetics Lab (100 charges): A cybernetics lab is used to craft cybernetic equipment and devices that interface directly with a living creature's biology.

Graviton Lab (250 charges): A graviton lab is used to craft items that utilize graviton technology, such as gravity rifles, force fields, and magboots.

Medical Lab (20 charges): This lab is used to craft medical items like trauma packs and medlances and pharmaceuticals.

Military Lab (100 charges): A military lab is used to craft weapons that do not require more specialized laboratories.

Nanotech Lab (150 charges): This lab is used to craft devices that utilize nanotechnology, such as id rifles.

Production Lab (50 charges): A production lab is used to craft objects that do not require more specialized laboratories.

Robotics Lab (200 charges): A robotics lab is used to craft robots.

Variant Rules

Aethertech-Technology Integration

The *Aethera Campaign Setting* book and its accompanying volumes introduce a wide variety of new items that are usable with the unique resources of aethertech. Aethertech does not exist in all settings, however, and some players and GMs may wish to use the equipment presented within *Aethera* in other interconnected star-faring adventures. The rules below provide guidance on how to adapt elements of aethertech to other settings.

Some of these rules can likewise be used to integrate technology options from other settings into *Aethera* by reversing the changes below (such as by making nonmagical technological items into magical aethertech or using Craft (aethertech) in place of Craft (mechanical)).

Converting Aether Units and Aethertech

When making purchases of items listed in *Aethera* books, treat 1 au as 1 gp for value.

Any effect which grants technological charges (such as the *recharge*[TG] spell or the power program of the Technomancy sphere*) grant a number of aetheric units equal to the number of technological charges they would normally grant.

Crafting Aethertech

In settings where Aethertech is considered less specialized or is considered part of a larger space of a technology, GMs may allow the Craft Technological Item* feat to be used in place of the Craft Aethertech[ACS] feat and for the Craft

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Robot* feat to be used in place of the Craft Automaton[ACS] feat. Crafting Aethertech in this way may require a production lab* at GM discretion.

Nonmagical Aethertech

In some settings, GMs may wish to have the functions of aethertech items be replicable without the use of magic, creating items of "nonmagical aethertech." Nonmagical aethertech does not register as magic and cannot be affected by *antimagic field* or similar effects, but cannot be identified through Knowledge (arcana), though only with Knowledge (engineering).

Rather than Craft (aethertech), skill checks attempted in relation to these items use Craft (mechanical).

Armor Penetration

Some of the new weapons featured in this book have a special ability listed as AP followed by a number. AP stands for "Armor Penetration" and marks a weapon's ability to penetrate or bypass conventional armor and defenses. Each point of AP bypasses that total value from a target's armor, natural armor, and/or shield bonuses to Armor Class. AP is calculated against the target's total Armor Class, not individually against each component.

For example, a monofilament stiletto* has AP 3, meaning it bypasses the first 3 points of a target's Armor Class from armor, natural armor, or shields, and a +1 monofilament stiletto has AP 4. If a nonmagical monofilament stiletto is used against a target with an Armor Class of 19 (10 base + 5 armor + 2 natural armor + 2 shield) the wielder would only need to roll a 16 or better to successfully strike the target. Ranged weapons only benefit from their full AP against targets within their first range increment, with every range increment beyond the first reducing the weapon's AP by 2. When traveling through a vacuum, a weapon's AP is not reduced for longer ranged increments.

Firearms presented in this supplement use the AP system and do not target touch AC, nor do they incur a misfire chance.

AP and Existing Weapons

It may make sense to apply the AP system to some existing weapons, such as early firearms or crossbows. For your convenience, we have added a table below featuring a selection of commonly used weapons and firearms with suggested AP ratings. Firearms using the AP system should not target touch AC or incur a misfire chance. Weapons with the scatter[UC] quality do not apply AP when firing pellets.

At GM discretion, composite longbows may also have an AP rating equal to half their minimum Strength modifier (rounded down). Additionally, certain traps that use attack rolls may also possess AP (generally equal to half the trap's CR or half the creator's ranks in Craft (traps)).

AP and Class Abilities

If one wishes to us the Armor Penetration rules with class and magical abilities, the armor penetration value of such abilities is equal to half the class level of the user (for example, the elemental ray ability of a 12th-level elemental sorcerer would have an AP value of 6, while the bombs of a 6th-level alchemist[APG] would have an AP value of 3).

Table 7-4: Existing Weapon AP

Weapon Name	Armor Penetration (AP)
Light crossbow, repeating light crossbow, light pick	1
Buckler gun[UC], heavy crossbow, repeating heavy crossbow, pepperbox[UC], coat pistol[UC], dagger pistol[UC], sword cane pistol[UC], flare gun[TG], heavy pick	2
Axe musket[UC], blunderbuss[UC], double-barreled pistol[UC], fleshnet cannon[AP88], laser torchTG, pistol[UC], warhammer musket[UC]	3
Double-barreled musket[UC], inferno pistol[AP85], musket[UC], Nagant M1895 revolver[AP71], pepperbox rifle[UC], revolver[UC]	4
Rifle[UC], shotgun[UC], double-barrelled shotgun[UC], arc pistol[TG], EMP pistol[TG], gravity pistol[TG], laser pistol[TG], Lawrence 1917 flamethrower[AP71], Mosin-Nagant M1891 rifle[AP71], sonic pistol[TG], zero pistol[TG]	5
Arc rifle[TG], EMP rifle[TG], gravity rifle[TG], laser rifle[TG], madsen light machine gun[AP71], plasmathrower[TG], sonic rifle[TG], stun gun[TG], zero rifle[TG]	6
Death ray[TG], id rifle[TG], mind burner[TG], mindrender[TG], rail gun[TG], rocket launcher[TG], vortex gun[TG], x-laser[TG]	7
Arc cannon[AP89], atom gun[TG], EMP cannon[AP89], gravity cannon[AP89], laser cannon[TG], nuclear resonator[TG], sonic cannon[TG], zero cannon[TG]	8

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Monsters with such abilities use their CR as their effective class level to determine their AP. Magical, psionic, or sphere effects that rely upon touch attacks have an Armor Penetration value equal to half their caster or manifester level (for example, a *scorching ray* cast by a 10th-level wizard would have an AP value of 5 while a ghost strike from the Death sphere[USoP] used by a 4th-level mageknight[USoP] with no enhancement bonus on caster level would have an AP value of 1).

Item Creation Feat Easy Access

In games where characters are responsible for building their own gear or are given a great deal of downtime to craft, GMs may wish to give characters additional resources to gain Item Creation feats. This can be accomplished in any combination of the following ways.

Bonus Item Creation Feats: At 5th level and every 5 levels thereafter, each character gains an Item Creation feat as a bonus feat. They must meet the prerequisites for these feats.

Inefficient Crafting: A character who lacks the item creation feats or other prerequisites needed to craft an item may still craft the item, but the crafting time takes twice as long and requires twice as many materials. In effect, this is monetarily equivalent to purchasing the item but takes more time.

Utility Talent Item Creation Feats: Under these rules, a character may select any Item Creation feat they meet the prerequisites for in place of selecting a utility talent[SoG] whenever they would be able to select a utility talent.

Waived Feat Requirements: Characters may craft items as if they had any Item Creation feats required for the item, although they must meet other requirements such as labs, caster level, skill checks, and other features as normal.

Plentiful Charges

Alduric ran his bony fingers over the lightning-spitting firearm on his workbench, gesturing to his apprentice to take a closer look. "Review this item however you like, and you'll find no trace of magical artifice anywhere in its construction," Alduric began, "the heat, the noise, the shocks it unleashes, they are all miracles of this plane and the natural laws we understand. No less deadly or useful, but still our contemporaries call it uncanny." Alduric sent a cascade of electrical charge from his fingertips, causing the gun to hum to life. "Those fools take what they do not understand and cloak it in ritual and obstruction, as if direct engagement is somehow an anathema."

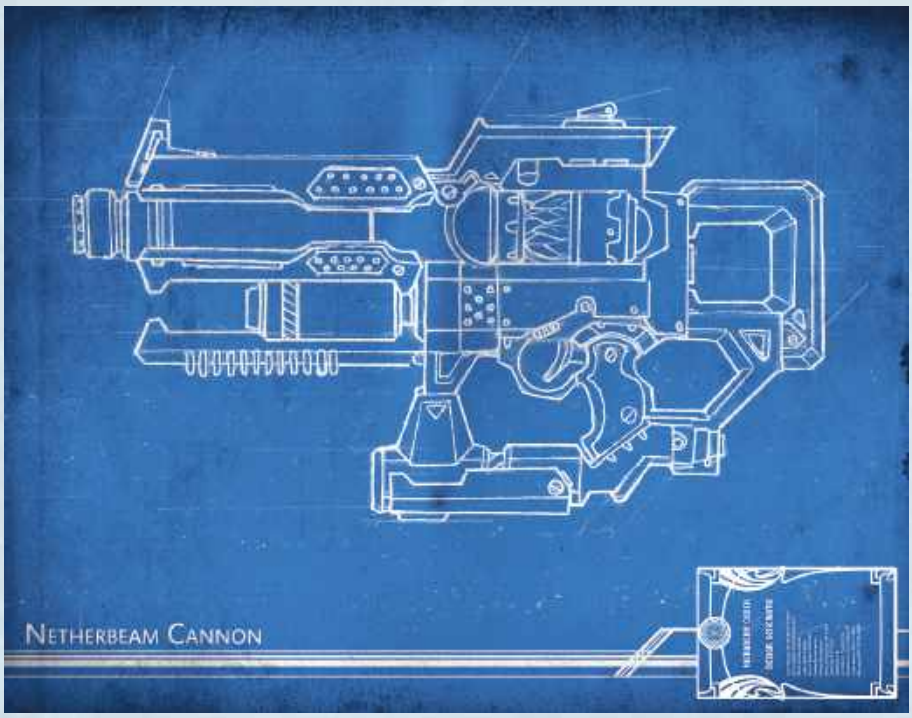
The magical options for recharging technological equipment are both expensive and risky, requiring expensive material components and having the capacity to accidentally destroy the item they seek to restore. Batteries for technological equipment are likewise scarce and expensive, preventing the widespread use of what should be commonplace consumer equipment.

In order to create a setting where charges are a commonplace source of power and technology is well-understood and reliable, the following changes should be implemented for various spells, powers, talents, and items.

Recharge Abilities: Remove the 500 gp component cost from the *recharge*[TG] spell, *psionic recharge** power, and Power Technomancy sphere talent*. For all of the above abilities, items no longer take damage from gaining excess charges and batteries do not risk being destroyed.

Cheaper Batteries: Battery[TG] items cost 1 gp rather than 100 gp and do not risk being destroyed when recharged in a generator. A depleted battery costs only 1 sp rather than 10 gp.

Checking Charge Conversion: In a setting where charges are plentiful and easy to obtain, the unified energy ability of the psiborg adept*, technomancer[TG], and energy sub-specialization incanter* may need to be observed with greater scrutiny. While these abilities need not be outright banned, GMs may wish to be vigilant of effects which could grant the character an infinite number of spells, power points, or spell points.



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Appendix

The following superscript notations are used to denote references to official *Pathfinder Roleplaying Game* rulebooks and other content:

AA *Pathfinder Player Companion: Adventurer's Armory*
AA17 *April Augmented 2017*
AA2 *Pathfinder Player Companion: Adventurer's Armory 2*
AB *Advanced Bestiary*
ACG *Pathfinder Roleplaying Game: Advanced Class Guide*
ACK *Akashic Classes: Kheshig*
ACS *Aethera Campaign Setting*
ACT *Akashic Classes: Transcendent*
ACV *Akashic Classes: Volur*
AM *Akashic Mysteries*
AMH *The Archmagi's Handbook*
AoP2 *Archetypes of Power 2*
AP46 *Pathfinder Adventure Path #46: Wake of the Watcher*
AP48 *Pathfinder Adventure Path #48: Shadows of Gallowspire*
AP71 *Pathfinder Adventure Path #71: Rasputin Must Die!*
AP85 *Pathfinder Adventure Path #85: Fires of Creation*
AP86 *Pathfinder Adventure Path #86: Lords of Rust*
AP87 *Pathfinder Adventure Path #87: The Choking Tower*
AP88 *Pathfinder Adventure Path #88: Valley of the Brain Collectors*
AP89 *Pathfinder Adventure Path #89: Palace of Fallen Stars*
AP90 *Pathfinder Adventure Path #90: The Divinity Drive*
AP100 *Pathfinder Adventure Path #100: A Song of Silver*
AP112 *Pathfinder Adventure Path #112: The Whisper Out of Time*
AP135 *Pathfinder Adventure Path #135: Runeplague*
AP136 *Pathfinder Adventure Path #136: Temple of the Peacock Spirit*
APG *Pathfinder Roleplaying Game: Advanced Player's Guide*
AR1 *Akashic Realms Volume 1: Emperors & Einherjar*
ARH *Akasha Reshaped: Huay*
ARMaT *Akasha Reshaped: Moon and Tides*
ARPE *Akasha Reshaped: Psionic Essence*
ARPoE *Akasha Reshaped: Path of Enlightenment*
ATD *April Tools Day*
ATCI *Akashic Tales: Compilation I*
ATT *Akashic Tales: Tokusatsu*
AUC *Arcforge Universe Cyclopedia*
B2 *Pathfinder Roleplaying Game: Bestiary 2*
B3 *Pathfinder Roleplaying Game: Bestiary 3*
B4 *Pathfinder Roleplaying Game: Bestiary 4*
B5 *Pathfinder Roleplaying Game: Bestiary 5*
B6 *Pathfinder Roleplaying Game: Bestiary 6*
BaP *The Blood and Portents Handbook*
BF *Bloodforge*
BLA *Expanded Spheres: Baron's Lost Apocrypha*
BoDS *Blood of Dragonscar*
BoMTCEC *The Book of Many Things: Campaign Exclusive Content*
BotB *Pathfinder Player Companion: Blood of the Beast*
BotD *Pathfinder Roleplaying Game: Book of the Damned*
BotD3 *Pathfinder Campaign Setting: Horsemen of the Apocalypse: Book of the Damned Vol. 3*
BTH *The Beast Tamer's Handbook*
Cat *The Catgirl Handbook*
CC2 *Card Casting 2: Counters and Control*
CCG *Expanded Spheres: Cardcaster's Gamble*
CEoD *Pathfinder Player Companion: Cheliax: Empire of Devils*
CH *Pathfinder Campaign Setting: Construct Handbook*
CLSZ *Classes of the Lost Spheres: Zodiac*
Co7S *City of 7 Seraphs*
CoB *Pathfinder Player Companion: Champions of Balance*
CoC *Pathfinder Player Companion: Champions of Corruption*
CoP *Pathfinder Player Companion: Champions of Purity*
CotS *Champions of the Spheres*
CrD *The Crimson Dancer*
CSSP *Champions of the Spheres: Study & Practice*
CSWoT *Cerulean Seas: Waves of Thought*
DA *Pathfinder Player Companion: Divine Anthology*
DbH *The Diabolist's Handbook*
DPR *Divergent Paths: Rajah*
DTT *Pathfinder Player Companion: Dirty Tactics Toolbox*
DW *Pathfinder Campaign Setting: Distant Worlds*
EEP *Eldritch Essences: Promethean*
EO2 *Expanded Options 2*
EO3 *Expanded Options 3*
F&P *Pathfinder Player Companion: Faiths and Philosophies*
FoC *Pathfinder Player Companion: Faiths of Corruption*
GMG *Pathfinder Roleplaying Game: Gamemastery Guide*
HA *Pathfinder Roleplaying Game: Horror Adventures*
HMH *The High Magic Handbook*
HotS *Pathfinder Player Companion: Heroes of the Streets*
HR *Pathfinder Campaign Setting: Horror Realms*
ISB *Pathfinder Campaign Setting: Inner Sea Bestiary*
ISG *Pathfinder Campaign Setting: Inner Sea Gods*
ISM *Pathfinder Campaign Setting: Inner Sea Magic*
ISMC *Pathfinder Campaign Setting: Inner Sea Monster Codex*
ISWG *Pathfinder Campaign Setting: Inner Sea World Guide*
KoG *Pathfinder Player Companion: Kobolds of Golarion*
LAlc *Legendary Alchemists*
LCav *Legendary Cavaliers*

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LCR	*Lost Champions: Reaper*
LoD	*Pathfinder Player Companion: Legacy of Dragons*
LotN	*Lords of the Night*
LotS	*Legends of the Spheres*
MA	*Pathfinder Roleplaying Game: Mythic Adventures*
MAH	*Pathfinder Player Companion: Martial Arts Handbook*
MC	*Pathfinder Roleplaying Game: Monster Codex*
MCotS	*Mythic Champions of the Spheres*
MHH	*Mythic Hero's Handbook*
MSC	*Mythic Spell Compendium*
MSH	*Pathfinder Player Companion: Monster Summoner's Handbook*
MSoM	*Mythic Spheres of Might*
MSoP	*Mythic Spheres of Power*
MT	*Malevolent Thoughts*
MTT	*Pathfinder Player Companion: Melee Tactics Toolbox*
NLFS	*Pathfinder Campaign Setting: Numeria, Land of Fallen Stars*
OA	*Pathfinder Roleplaying Game: Occult Adventures*
OB	*Pathfinder Campaign Setting: Occult Bestiary*
OO	*Pathfinder Player Companion: Occult Origins*
P+	*Psionics+*
PA	*Pathfinder Player Companion: Psychic Anthology*
PAC2	*Psionics Augmented: Compilation II*
PAH	*Psionics Augmented: Highlord*
PAH2	*Psionics Augmented: Highlord II*
PAO	*Psionics Augmented: Occult*
PAP	*Psionics Augmented: Psicrystals*
PASP	*Psionics Augmented: Seventh Path*
PAV	*Psionics Augmented: Voyager*
PB	*Psionic Bestiary*
PFU	*Pathfinder Roleplaying Game: Pathfinder Unchained*
PGtS	*Player's Guide to Skybourne*
PLA	*Pathfinder Roleplaying Game: Planar Adventures*
PoP	*Pathfinder Campaign Setting: Paths of Prestige*
PotR	*Pathfinder Player Companion: Paths of the Righteous*
PotRi	*Pathfinder Player Companion: People of the River*
PotS	*Pathfinder Player Companion: People of the Stars*
PoW	*Path of War*
PoWE	*Path of War Expanded*
PSP	*Pathfinder Player Companion: Pathfinder Society Primer*
RWH	*The Realmwalker's Handbook*
SAAT	*Spheres Apocrypha: Armor Talents*
SABMT	*Spheres Apocrypha: Battlefield Manipulation Talents*
SACC	*Spheres Apocrypha: Cohorts & Companions*
SACoT	*Spheres Apocrypha: Cognition Talents*
SACT	*Spheres Apocrypha: Casting Traditions*
SACT2	*Spheres Apocrypha: Casting Traditions 2*
SAMT2	*Spheres Apocrypha: Monster Traditions 2*
SATT	*Spheres Apocrypha: Tricks & Traps*
SBA	*Spheres Bestiary: Aberrations*
SCR	*Starfinder Core Rulebook*
SFSoH	*The Soulforge: Spirit of a Hero*
SMA21	*Studio M— April 2021 Compilation*
SMF21	*Studio M— February 2021 Compilation*
SMJan21	*Studio M— January 2021 Compilation*
SMJul21	*Studio M— July 2021 Compilation*
SMJun21	*Studio M— June 2021 Compilation*
SMMar21	*Studio M— March 2021 Compilation*
SMMay21	*Studio M— May 2021 Compilation*
SMN21	*Studio M— November 2021 Compilation*
SMS21	*Studio M— September 2021 Compilation*
SoA	*Spheres of Akasha*
SoG	*Spheres of Guile*
SoM	*Spheres of Might*
SoO	*Spheres of Origin*
SRF	*Stormbound: Renewed Focus*
TAH	*The Alienist's Handbook*
TCH	*The Cataclysm Handbook*
TCoH	*The Conqueror's Handbook*
TF	*The Fisherking*
TG	*Pathfinder Campaign Setting: Technology Guide*
TGH	*The General's Handbook*
THH	*The Highlander's Handbook*
TIH	*The Initiate's Handbook*
TInH	*The Inventor's Handbook*
TJH	*The Jester's Handbook*
TYH	*The Youxia's Handbook*
UC	*Pathfinder Roleplaying Game: Ultimate Campaign*
UC	*Pathfinder Roleplaying Game: Ultimate Combat*
UDM	*Unfettered Dreams: Malefex*
UE	*Pathfinder Roleplaying Game: Ultimate Equipment*
UEn	*Ultimate Engineering*
UI	*Pathfinder Roleplaying Game: Ultimate Intrigue*
UM	*Pathfinder Roleplaying Game: Ultimate Magic*
UP	*Ultimate Psionics*
USoP	*Ultimate Spheres of Power*
UU	*Pathfinder Campaign Setting: Undead Unleashed*
UW	*Pathfinder Roleplaying Game: Ultimate Wilderness*
Wrd	*The Warden*
WM	*Wild Magic*
WMH	*Pathfinder Player Companion: Weapon Master's Handbook*

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